Majesty 2

The Fantasy Kingdom Sim

PRIMA Official Game Guide
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How to Use this Guide

Welcome to Prima's Official eGuide to *Majesty 2: The Fantasy Kingdom Sim*. This guide provides all the information you need to successfully build a thriving kingdom full of experienced, hard-working heroes. It covers every single-player campaign mission, every stand-alone mission, and every multi-player map. It also gives you in-depth statistics about every hero class and building, information on every foe your heroes will face, and details about the equipment you can provide them to give them the edge in these encounters.

Guide Overview

The Basics

This chapter covers the basics of setting up your kingdom, from the simple act of building structures to the inner workings of your economy. Additionally, this chapter covers the concept of flags, which inspire your heroes to perform deeds on your behalf.

Heroes

The strengths and weaknesses of the various hero classes are covered in this chapter, as well as every ability they can learn. This chapter also gives you an overview of your heroes' statistics and how these statistics influence their abilities.

Buildings

Every structure you can build is covered in this chapter: The defensive towers that keep the enemy at bay, the guilds where your heroes rest their tired feet, the economic structures that keep your treasury filled with gold, and the massive temples that allow you to hire the most elite classes of heroes.

Items and Spells

Part of your job as King is to provide goods for your heroes to purchase and equipment for them to use. This chapter covers all of these items in detail, from the basic health potion to the expensive armor and weapons. In this chapter, you will find detailed statistics about every item and enhancement your heroes can purchase. Additionally, you will learn about Your Majesty's spells and about the Great Artifacts, powerful items that are found in the single-player campaign.

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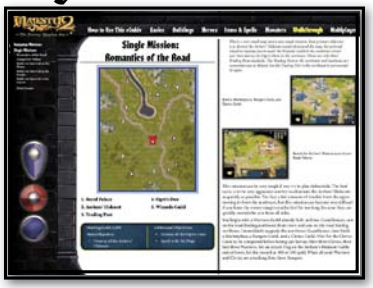
Monsters

As your heroes explore Ardania, they encounter a wide variety of undead, magical creatures, and beasts. This chapter covers all the enemies your heroes will fight, including their strengths and weaknesses. Destroying a creature's habitat often can put a stop to their continual attacks, and this chapter will show you which creatures live in which lairs.

Campaign

Here you will find a step-by-step guide to completing each of the sixteen campaign missions. The walkthroughs show you every Trading Post on each map, the most dangerous areas and how to avoid them until your heroes are ready, and efficient ways to spend your gold to get the most out of your heroes as they gain enough experience to tackle the primary objectives.

Single Missions



These missions are stand-alone missions that range from easy and fun to very, very difficult. This chapter gives you step-by-step walkthroughs for each, including some new tactics you'll need to learn to deal with the specific challenges these missions present.

Multiplayer

Your strategies in a multi-player match are fairly different from those in the single-player campaign, and this chapter will give you tips and tricks for preventing a human opponent from laying waste to your town and your heroes. Additionally, there are in-depth analyses of each multiplayer map, detailing the points of interest that you will want to control and the dangerous areas you'll want to avoid.

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The Basics

A secure and lucrative kingdom is the key to conquering your enemies. In this chapter, you will learn about building your kingdom from a single Royal Palace to a thriving city, hiring heroes and getting them perform tasks on your behalf, and dealing with the ins and outs of your kingdom's economy.

Interface Overview

First, let's take a look at the interface. The upper right corner has two buttons: The left button brings up the Quest Log, which lists your objectives for the current mission. The button to the right of the Quest Log brings up the Options menu, where you can save, load, change the video and audio settings, restart a mission or change multiplayer servers, end the current mission, or exit the game completely.

To the right of the Options menu button are four shield icons. During the single-player campaign, you will collect Great Artifacts. There are four artifacts available, and they will appear here as you collect them. To use an artifact, simply click on it. Great Artifacts are only available in the single-player campaign.

In the center of the top bar is the Pause button, and to the right of this are the speed selection buttons. You can increase or decrease the game speed here, allowing you to hurry through your initial set up or slow things way down when it gets too chaotic and you need to take a moment to assess the situation. To the right of this is the day counter, displaying the current game day. As days pass, missions can become more difficult, with higher-level monsters appearing on the map. Many missions have time limits, so keeping track of the current day is often important.

The top right corner shows your hero portraits. The portraits display each hero's current level and action. Some hero portraits will be marked with a star, which indicates that they are a party leader. Others will be marked with a crown, indicating that they are Lords. Lords and parties are covered in detail later in this eGuide.

The lower left corner of the screen shows your mini-map. Your buildings are displayed in displayed in blue (or, in multiplayer, as you kingdom's color). Enemy structures are red. Your heroes are blue (or your multiplayer color) dots. Enemy creatures and heroes are red dots. Special locations, such as Suitable Trading Places and Holy Ground, are gray boxes.

Above the map are five icons. Four of these are flags you can place to give quests to your heroes. Clicking the skull icon allows you to set a Fear Flag, the shield icon is for a Defense Flag, the eyeball icon is for an Explore Flag, and the sword icon is for an Attack Flag. The button on the far left of the Flag menu, showing a pile of gold coins, allows you to set the default reward for each type of flag.

In the bottom center of the screen is an information window. This window displays important information about your currently selected building or hero, such as hit points. For buildings, this box also displays any gold waiting to be collected by tax collectors. For some buildings, it will show the current occupants. For heroes, this box displays their current level, experience needed for the next level, mana (for spellcasting classes only), their gold, and the equipment and items in their inventory. Above

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the information box are Your Majesty's Spells. You can research your own spells at guilds and temples, allowing you to directly attack enemies or provide bonuses to your heroes, though these spells cost gold to cast. Only spells you've researched are displayed here.

The bottom right corner has the Building menu. When the Royal Palace is selected, this menu allows you to select buildings to construct in your kingdom. For buildings that sell items and equipment, this menu allows you to research any new items available. You hire heroes from temples and guilds from this menu, and research new abilities for these heroes.

When a Warrior, Cleric, or Ranger is selected, the Building menu provides the option for promoting them to priests and priestesses, elite classes that are only available once you've built temples.

City Planning

An efficiently planned kingdom allows you to get the most from your gold at every step, hiring the heroes that will help you the most in the early stages and researching the equipment that will bolster them to unbelievable strength in the latter stages. Efficient planning and building also ensures that your tax collection is speedy and safe. Knowing when and where to build your structures can give you an extra edge in the single-player missions and in multiplayer matches.

Build Order

When first starting out in a new land, your initial goal is to get your basic buildings up and running. There are a few buildings you will always want to construct right away. Without exception, you will always want to build a Marketplace first. The Marketplace is your most important structure, as it provides more gold income than any other building. With a Marketplace, you can be sure to have a steady income that will help you build more advanced structures and hire the heroes that you need to expand and protect your kingdom.

Once the Marketplace is under construction, you then want to begin building guilds. The three most important guilds, in the early part of any mission or multiplayer game, are the Clerics Guild, Rangers Guild, and Warriors Guild. The Rangers Guild is typically the first guild you will want to build, because Rangers are your best explorers and will quickly and cheaply begin exploring the area around your palace. The Clerics Guild is the second most important, though Clerics are slightly more expensive than the other early heroes. Clerics have the ability to heal, which is extremely important when your heroes are just starting out. Finally you have your Warriors, who are great fighters and can quickly eliminate threats in the immediate area of your Royal Palace. As the Marketplace is being constructed, you should always build one of each of these guilds, and then hire two or three of each of these hero classes.

Once your heroes have gained a little experience, and you have a bit of income coming in, you will want to build the next round of guilds and economic structures. A Wizards Guild should always be a high priority during your second round of building, because the Mages you can hire here are among the most powerful heroes once they get a bit of experience. In addition to a Wizards Guild, you will want

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to build a Blacksmith and a Rogues Guild. Finally, you should always build a Statue of the King in your second round of construction. Statues of the King may seem expensive during your early expansion, but they save you a great deal of gold in the long run.

The next round of building involves upgrading your existing structures. You can upgrade your guilds without any prerequisites, and your Level 2 guilds provide you with advanced abilities for your heroes. Upgrading your Royal Palace to Level 2 is a very high priority, because that allows you to upgrade your Blacksmith. A Level 2 Blacksmith not only gives you access to better weapons and armor, it also allows you to build a Dwarven Settlement, which in turn allows you to build Dwarven Towers, the most powerful defensive structure. Having access to Dwarven Towers is very important in the more dangerous single-player missions and in multi-player games. Dwarven Towers can wipe out high-level monsters and enemy heroes without falling, and a Dwarven Tower protected by your own heroes is a devastating killing machine.

Once you have access to Dwarven Towers, you will want to upgrade the Marketplace and build an Elven Bungalow. You also want to build a Magic Bazaar. It not only provides you with a good deal of gold every day, it allows your heroes to buy powerful elixirs that increase their offensive and defensive capabilities. Having a Level 2 Royal Palace also gives you access to the Level 2 Inn, where you can form parties of heroes. Forming parties is extremely important in the later stages of single-player missions, and in multiplayer games it should be done as quickly as possible.

Your final round of building is where things get really impressive. Your Level 3 guilds provide your heroes with their most devastating abilities, and a Level 3 Royal Palace allows you to build temples, where the most powerful heroes can be hired. This final round of construction also includes the Level 3 Blacksmith, where the best equipment can be purchased, and a Level 3 Marketplace, which provides a significant bump to your daily tax income.

Building Placement and Tax Collection

The placement of your buildings is as important as the order in which you build them. For defensive reasons, it is always best to build your most important buildings away from the enemy. If your Royal Palace is in the southwest corner of the map, build your structures southwest of the palace.

But there is a more important factor to consider when placing your guilds and economic structures—tax collection. You have a finite number of Tax Collectors, and they must trudge out from your Royal Palace, walk to every building, collect the money, and haul it back. This takes time—and in some cases, it takes too much time. Thankfully, you can do something to help speed the collection. Placing your primary economic buildings, the Marketplace and Magic Bazaar, for instance, as close to the Royal Palace as possible is a good start. This, however, is not always an option, because your peasants will build their houses wherever they please and may obstruct you from placing your own buildings on prime real estate. This is where Guardhouses become important. Guardhouses serve two important functions: They protect your kingdom from attack, and they provide a location for Tax Collectors to drop off gold for your treasury. Placing a Guardhouse near your primary economic structures will not only help to protect them from attack, it will give your Tax Collectors a convenient place to deposit the gold, allowing them to more quickly get out and collect more.

Giving your Tax Collectors a quick drop-off point does more than just allow you to have access to the gold more quickly: It gives the enemy less time to kill them. If a Tax Collector dies while carrying tax gold, that money is lost.

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Once your kingdom is big enough that you have access to temples, collecting the tax revenue from these buildings can be both time-consuming and dangerous. Temples can only be built in predetermined locations, and these locations are often far from your Royal Palace. The trek to collect revenue can be long and dangerous, so it's wise to consider building Guardhouse near your temples to ensure that if your Tax Collectors manage to make it there, they can at least drop off the gold and make the trip worth the effort.

Placement of Defensive Structures

Your defensive structures are costly, and they become even pricier as you build more of them. Every time you build another building of the same type, the price increases 50 percent. So while your first Guardhouse may be a bargain at 150 gold, your sixth Guardhouse will cost you more than 1,000 gold. For this reason, choosing where to build your defensive structures is very important. You can't just build them everywhere, because it will simply become too expensive to do so.

It's best to identify the most vulnerable areas of your kingdom before you begin building defensive structures. There are threats to your kingdom that will be obvious. The Sewer entrances that open when your town begins to grow produce vermin that continually attack your buildings. You should always build some sort of defensive structure near these Sewer entrances. But it's hard to choose when to build a Guardhouse for defensive reasons and when to build it for tax-collection reasons. The best solution is to do both: Build a Guardhouse near a Sewer, then build a Magic Bazaar near that Guardhouse, and you've given that Guardhouse multiple functions without breaking the bank.

Other vulnerable areas won't be quite as obvious at first, but will become apparent as more enemies attack. Once you've identified the most common routes of entry for enemies, you should build defensive structures on that route. Multiple defensive structures guarding the most common attack routes are always better than sporadic structures spread around your kingdom. A Wizard's Tower supporting a Dwarven Tower will prevent most enemies from breaking through, but a Wizard's Tower on its own can be a fairly fragile target.

Heroes and Quests

Hiring the heroes that explore and defend your kingdom is easy. All you need is some gold and a place for them to live. Heroes live in guilds, and most guilds can house three heroes (the exceptions are temples, home to your most elite heroes, which can house only two). Once you've built a guild, you can then hire heroes of that type by selecting the guild and clicking the Hire button in the Building menu.

You can also promote some heroes to elite classes once you've built temples. This promotion process is covered in detail in the Heroes chapter.

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Once a hero is hired, he will begin going about his own business. Heroes are very restless, and unless you give them tasks to perform they will often wander around aimlessly, often getting themselves into trouble if they happen to stumble upon some particularly tough creatures in the wild.

Heroes want adventure and gold, and it's up to you to provide it for them. Thankfully, their need for adventure and your need to conquer your enemies dovetail nicely. To give heroes quests, you must set flags in the world. These flags tell your heroes what you want them to do and how much you are willing to pay.

Flags

There are four types of flags: Attack Flags, Defense Flags, Explore Flags, and Fear Flags. The first three invite your heroes to undertake a quest. The fourth causes your heroes to steer clear of an area. Each class of hero is more inclined to take different quests, and there are several factors that play into their willingness.

The first factor a hero considers when determining whether to embark on a quest is how dangerous the area is. High-level monsters in the area of the flag will scare some heroes off. Some heroes, such as Warriors, are very brave and are more willing to undertake a dangerous quests. Others, such as Rogues, are more timid; though they may undertake a quest, they aren't likely to complete it if the area is too dangerous. The second factor is how far the quest is from the hero. A hero will not travel a long distance for a small reward. Another factor is how many heroes are already embarking upon a quest. If the reward will be split among too many heroes, it will not attract any more. The final, and most important, factor is the reward. A high reward on a quest will overcome many of the negative factors, and heroes are willing to walk long distances and face dangerous foes if there's a promise of a large reward.

To see how many heroes are interested in the quest, click on the flag. This will tell you just how many heroes are currently en route to tackle the assignment.

Attack Flags

Attack Flags are placed on enemy creatures or structures to lure your heroes to attack it. High-level monsters require huge rewards, and it will usually take a large group of heroes to kill the target. Attack Flags placed on lower-level monsters or enemies require less gold, and low-level heroes who don't need as much financial incentive are usually sufficient for the task. Warrior classes are attracted to Attack Flags, as are Dwarves, Mages, and Rogues. Clerics and Rangers can be enticed with a bit more gold.

Defense Flags

Defense Flags are placed on your own structures or units, and heroes who take these assignments will defend the target at all costs or at least until the situation becomes too dangerous. Defense Flags are a great way to protect your weaker units, such as Mages, and can be placed on exploring Rangers to help protect them against monsters they encounter as they explore the lands around your Royal Palace. You can also place Defense Flags on your defensive structures to help lower-level characters gain some experience with the safety of a nearby Guardhouse or tower. Clerics and Warriors are always game for a defense assignment.

Explore Flags

Explore Flags ask your heroes to head out to an area and see what's there. When a hero reaches an Explore Flag, a large area around the flag, much bigger than their typical sight range, is revealed. When it comes to Explore Flags, Rangers, Rogues, and Elves are the most eager heroes.

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TIP

Occasionally, your heroes won't have enough gold on hand to purchase better equipment. If that is the case, and you want them to have the best armor and weapons available, place an Explore Flag with a high reward in an easily accessible area. Right next to the hero, for instance.

Fear Flags

Fear Flags aren't like other flags. Instead of asking your heroes to perform some deed, these flags tell them to stay far away from an area. Fear Flags can only be placed on the landscape and structures, they cannot be placed on creatures. Like other flags, Fear Flags are reward based, and high-level heroes will only avoid an area if the reward is high enough. They don't actually receive the gold, but the amount you're willing to pay to keep them clear lets them know just how dangerous an area is. Particularly brave heroes, such as Paladins, won't pay much heed to Fear Flags.

Hero Actions

Sometimes, no matter how high a reward you set on a flag, you won't get a very much interest. This is often because your heroes are busy doing other things such as shopping, resting, or dropping off tax money at their guild. You can see just what your heroes are up to by examining their portraits in the upper right portion of the screen. Each portrait has an icon representing your hero's current action.

	Looking for adventure and ready to take a quest
	The hero is at, or headed to, the guild
	Currently shopping for new equipment
	In combat, non-quest related
	Stealing gold (Rogues only)
	Healing a friendly unit (Cleric-classes only)
	Headed to an Inn to form a party
	Casting a spell on an enemy or friendly target
	Going to pay taxes
	Collecting treasure
	Waiting for orders from a party leader
	Fleeing from danger
	Headed to an Attack Flag or engaged in an attack quest
	Headed to an Explore Flag
	Headed to a Defense Flag or defending the target

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Often your heroes will take interest in a new quest immediately after finishing the current action, so it's wise to wait a bit to see how many heroes respond before raising the reward any further. Always check your heroes' actions before assigning a flag for an important quest, especially when you want as quick a reaction as possible. If only a few heroes are ready for a quest and you want them to attack a dangerous target, the few who respond are likely to get killed very quickly.

Equipment and Items

To help your heroes in their adventures, you want to provide them with the best equipment and items available. These items are covered in detail in the Items and Spells section of this eGuide, but here's a brief overview of what is available where.

NOTE

All items and equipment must be researched before they are available for sale.

Marketplace

The Marketplace sells restorative health and mana potions, as well as Rings of Protection and Expert Amulets of Protection that can improve your heroes' damage protection.

Blacksmith

The Blacksmith provides new armor and weapons for your heroes. There are three types of armor (steel, leather, and cloth), and three types of weapons (blades, ranged, and magic). Each type of weapon and armor has three upgrades: Improved, masterwork, and expert. Improved weapons and armor are researched at the Level 1 Blacksmith, masterwork weapons and armor at the Level 2 Blacksmith, and expert weapons and armor at the Level 3 Blacksmith.

Magic Bazaar

The Magic Bazaar sells elixirs that can improve your heroes' protection against different types of damage. It also sells an elixir that can increase their movement speed.

Wizards Guild and Rogues Guild

These guilds offer services that add bonuses to your heroes' equipment. The Wizards Guild sells enchantments that add attack bonuses, and the Rogues Guild sells Poison Oil that causes weapons to poison their targets, slowly doing damage over time.

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Inns

Inns don't sell goods, but for a moderate amount of gold they give your heroes a place to rest and heal. Heroes that rest at an Inn get a temporary bonus, causing them to regenerate hit points over time.

Parties

When you upgrade an Inn to Level 2, you can research party formation. This allows you to group up to four heroes together, making them a much more efficient fighting force. There is safety in numbers, after all. Select the Inn and click on Gather a Party from the Building menu. The Party menu opens, and the available heroes will appear at the top of the menu. The first hero you select becomes the party leader. Three more heroes can then be added to the party. You can also choose to have a random party selected for you from the available heroes. Placing a low-level character in a party with high-level characters is a good way to get them some experience quickly, provided they can stay alive.

The party leader determines which types of quests your party is most likely to accept. A party led by a Ranger, for example, will be very interested in any available exploration quests.

Your Kingdom's Economy

There are two ways in which your kingdom earns money: Taxes and sales. The gold is kept at the building where the income is generated, where it sits until a Tax Collector stops by to pick it up. The Tax Collector then takes the money to your Royal Palace or a Guardhouse, where it is deposited into your treasury. Taxes are generated on a daily basis, and the tax revenue available at upgradeable buildings increases with each new level.

Marketplaces generate the most tax income, but you can only have one of these in your kingdom.

Income from sales is generated as your heroes buy equipment and items. Taxes from your Trading Posts are generated over a few days, and this gold is carried to your Marketplace (or, if your Marketplace has been destroyed, to your Royal Palace) by merchant caravans. These caravans are very weak, making them prime targets for attack, especially in multiplayer games.

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The rate at which gold is collected depends on how many Tax Collectors you have, and how far the building is from the nearest drop-off point. You don't have any direct control over how many Tax Collectors you have, but the number of Tax Collectors (and Royal Guards) available increases with the level of the Royal Palace.

	Royal Palace Lv 1	Royal Palace Lv 2	Royal Palace Lv 3
Tax Collectors	2	4	6
Royal Guards	1	2	3

Guilds and temples do not generate their own revenue, but instead collect taxes from heroes. Half the gold earned by heroes is taken as taxes, so bear this in mind when setting rewards on flags. It may seem expensive, but you will be getting much of this gold back in taxes and equipment sales.

Tax revenue is generated at the following buildings:

- **Royal Palace**
- **Marketplace**
- **Magic Bazaars**
- **Trading Posts**
- **All guilds**
- **All temples**
- **Hall of Lords**
- **Peasant Houses**
- **Windmills**

Sales income is generated at these buildings:

- **Marketplace**
- **Magic Bazaar**
- **Blacksmith**
- **Wizards Guilds**
- **Rogues Guilds**
- **Inns**

Now that you know the basics of getting, and keeping, your kingdom safe and profitable, it's time to put this knowledge to the test.

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Guilds
Warrior Guild
Rogue Guild
Ranger Guild
Clerics Guild
Wizard Guild
Elven Bungalow
Dwarven Settlement
Hall of Lords
Economic Buildings
Defensive Structures
Temples
Other Buildings

Buildings

This chapter covers all the structures in your kingdom, from your mighty Royal Palace to the dirty Sewer entrances that appear more and more frequently as your kingdom grows.

The cost listed for each building represents the base cost. This is how much gold is required to build your first version of this building. Every additional building of this type is 150 percent of the cost of the first building, rounded up to the nearest 10. This increase in price is constant, so a second building of the same type will cost you 150 percent of the cost of the first building, the third 150 percent the cost of the second, and so on. Your first Warriors Guild, for instance, costs 500 gold. A second will cost you 750 gold to build, and a third will cost you 1,130 gold. This cost increase only accounts for buildings that are still standing, so if you have three Warriors Guilds and one is destroyed, building a replacement will cost 1,130 gold.

If a building has items available for research, this research will be lost if the building is destroyed. The only exceptions to this rule are your own spells, which you retain even if the guild or temple at which they were researched is demolished.

Guilds

Guilds are the buildings where you hire your heroes, research new abilities for them to purchase, and research many of Your Majesty's own spells. Guilds receive their income in two ways: From heroes purchasing new spells and abilities, and from the money that heroes donate to their guild. Heroes donate half their earnings to their guild, which is then paid to you as tax income.

Each guild can support three heroes of its class. To hire more than three heroes of any given class, you must build a second guild.

If a hero is hurt in combat and has no means of being healed, he must return to his guild to rest and heal. There are two exceptions: Heroes in parties can heal at their party leader's guild, and all heroes can rest and heal at Inns, but they must pay a small fee at the Inn.

When you have multiple guilds of the same type, it isn't necessary to research abilities and spells at each of these buildings. Heroes can purchase their abilities at any of their class guild buildings; it does not need to be their home. The only risk is that if the guild building that sells the ability is destroyed, the ability will not be available for sale until you research it again.

If a guild is destroyed, and there is no open capacity at any other guild of its type, the heroes from that guild wait in your Royal Palace until you build a new guild. They will not be available to perform any tasks, and they will not spend any gold. If you do not build these homeless heroes a new guild within a few days, they will leave your kingdom.

If a hero from a fully occupied guild is killed, your guild will have an opening. You can hire a new, Level 1 hero from that guild or you can resurrect the dead hero from your graveyard. You can also do both, but unless you have the capacity in your guild for both heroes, one will adjourn to the Royal Palace and wait for you to provide them with a new guild. The hero will leave after a few days if none is provided.

Warriors Guild

- **Cost To Build: 500 gold**
- **Hit Points: 800**
- **Research Available: Call to Arms**

Warriors Guild Level 2

- **Upgrade Cost: 200 gold**
- **Hit Points: 1,300**
- **Research Available: Crushing Blow**

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Guilds
- Warrior Guild
- Rogue Guild
- Ranger Guild
- Clerics Guild
- Wizard Guild
- Elven Bungalow
- Dwarven Settlement
- Hall of Lords

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Warriors Guild Level 3

- **Upgrade Cost: 1,000 gold**
- **Hit Points: 1,800**
- **Research Available: Maiming Blow, Resistance to Pain**

The Warriors Guild is home to your basic melee unit, the Warrior. Here you can hire Warriors and research their special abilities. You can research the Call to Arms spell at the Warriors Guild, which allows you to summon three Squires, low-level warriors, to defend against enemies in the immediate vicinity of the guild. After upgrading your Warriors Guild to Level 2, you can research the Crushing Blow ability, which gives your Warriors a special attack that does triple damage. Upgrading your Warriors Guild allows you to research the Maiming Blow and Resistance to Pain abilities. Maiming Blow is a special Warrior attack that does five times the damage of a normal attack and slows the enemy. Resistance to Pain gives Warriors a bonus to their melee, ranged, and magic protection ratings.

Rogues Guild

- **Cost To Build: 250 gold**
- **Hit Points: 450**
- **Research Available: Poison Oil, Poisoning, Extortion**

Rogues Guild Level 2

- **Upgrade Cost: 200 gold**
- **Hit Points: 950**
- **Research Available: Insidious Blow**

Rogues Guild Level 3

- **Upgrade Cost: 500 gold**
- **Hit Points: 1,450**
- **Research Available: Solar Plexus Kick, Stun**

The Rogues Guild is the least expensive guild to build, and it allows you to hire Rogues, the least expensive heroes to hire. A Level 1 Rogues Guild allows you to research Extortion, an excellent spell that, when cast, instantly transfers all gold awaiting collection in your kingdom directly into your treasury, minus a small percentage the guild takes for its trouble. You can also research Poison, which gives Rogues the ability to poison enemies during combat. Unlike most guilds, which only provide services to members of the guild class, Rogues Guilds provide a service to other heroes, selling Poison Oil, which can be researched at Level 1, as well. Poison Oil gives the Rogues Guild an additional form of income. At Level 2, you can research the Rogue's Insidious Blow ability, which does triple damage. At Level 3, you can research Solar Plexus Kick and Stun. The latter stuns an enemy and does a small bit of extra damage, while the former does a small amount of extra damage and reduces the target's melee attack rating.

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- Ranger Guild
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Rangers Guild

- Cost To Build: 350 gold
- Hit Points: 450
- Research Available: Eagle's Eye

Rangers Guild Level 2

- Upgrade Cost: 200 gold
- Hit Points: 950
- Research Available: Accurate Shot

Rangers Guild Level 3

- Upgrade Cost: 500 gold
- Hit Points: 1,450
- Research Available: Weakening Shot, Pain of Spirit

The Rangers Guild is, in most cases, the first guild you will want to build. And, after the Marketplace, it should be the second building you construct in your town. Rangers are decent fighters, but their ability and willingness to explore the land makes them a vital part of getting your town running and knowing what dangers might be lurking outside your field of vision. At Level 1, the Rangers Guild gives you access to the Eagle's Eye spell, which temporarily increases the Rangers' range of vision. At Level 2, you can research the Accurate Shot ability, giving Rangers a special attack that does three times damage. The Level 3 Rangers Guild gives you access to Weakening Shot, which can reduce a target's melee attack, and Pain of Spirit, which causes a target to lose mana over time.

Clerics Guild

- Cost To Build: 750 gold
- Hit Points: 600
- Research Available: Sacred Heal

Clerics Guild Level 2

- Upgrade Cost: 200 gold
- Hit Points: 1,100
- Research Available: Holy Attack

Clerics Guild Level 3

- Upgrade Cost: 500 gold
- Hit Points: 1,600
- Research Available: Faith Restoration, Hammer of Faith

The Clerics Guild gives you access to the Sacred Heal spell at Level 1, allowing you to directly heal your heroes, and the ability to hire Clerics, who will act as healers in the field. Clerics aren't great fighters, but they can be very effective against undead enemies, especially after researching their Holy Attack ability, which is available after you upgrade the Clerics Guild to Level 2. At Level 3, you can research the Faith Restoration ability, which regenerates a hero's mana over time, and the Hammer of Faith special attack, which does triple damage and knocks an enemy back.

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Wizards Guild

- Cost To Build: 1,000 gold
- Hit Points: 500
- Research Available: Weapon Enchantment, Fireball, Lightning Bolt

Wizards Guild Level 2

- Upgrade Cost: 400 gold
- Hit Points: 1,000
- Research Available: Ice Arrow, Ice Prison

Wizards Guild Level 3

- Upgrade Cost: 1,000 gold
- Hit Points: 1,500
- Research Available: Windstorm, Firestorm, Thunderstorm

The Wizards Guild is home to your most powerful spellcasting unit, the Mage. Unlike other guilds, the Wizards Guild builds itself and does not require peasants to construct or repair it. The Wizards Guild has many research options. At Level 1, you can research the Mage's Fireball spell and your own Lightning Bolt spell, which allows you to do direct damage to a single enemy. You also can research Weapon Enchantment, allowing heroes to have their weapons magically imbued, causing more damage. In addition to making your heroes more powerful, Weapon Enchantment generates income at the Wizards Guild. At Level 2, you can research the Mage's Ice Arrow spell, and your own Ice Prison spell. At Level 3, the Mage's most powerful spells become available for research: Windstorm and Firestorm. Thunderstorm, one of your most powerful direct damage spells, is also available for research when your Wizards Guild has been upgraded to Level 3. Building a Wizards Guild allows you to construct Wizard's Towers.

Elven Bungalow

- Cost To Build: 2,500 gold
- Hit Points: 600
- Research Available: Clever Shot, Elven Inspiration

Elven Bungalow Level 2

- Upgrade Cost: 1,000 gold
- Hit Points: 1,580
- Research Available: Magic Arrow, Grab Grass

To build an Elven Bungalow, you need a Level 2 Royal Palace and a Level 2 Marketplace. You can hire Elves from the Elven Bungalow. Elves are powerful archer units with some excellent abilities available. With a Level 1 Elven Bungalow, you can research Clever Shot, which gives Elves a special attack that does triple damage, and Elven Inspiration, which gives Elves the ability to increase any hero's speed, including their own, by 150 percent. At Level 2, you can research the Elves' Magic Arrow attack, which does five times the damage of their normal attack. You also can research Grab Grass at the Level 2 Elven Bungalow. This spell allows you to cause the ground under a single enemy to grow twisted foliage, rooting them in place. Enemies under the effect of Grab Grass are still able to attack. Elven Bungalows can be upgraded only to Level 2.

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Dwarven Settlement

- **Cost To Build: 2,000 gold**
- **Hit Points: 950**
- **Research Available: Smashing Blow, Destruction, Stone Incantation**

Dwarven Settlement Level 2

- **Upgrade Cost: 1,000 gold**
- **Hit Points: 1,930**
- **Research Available: Stone Blood**

Available once you've upgraded your Royal Palace to Level 2 and your Blacksmith to Level 2, the Dwarven Settlement allows you to hire Dwarves, excellent melee fighters who do a great deal of damage to enemy buildings. You can research Smashing Blow and Destruction at a Level 1 Dwarven Settlement. Smashing Blow gives Dwarves a special attack that does triple damage, and Destruction allows Dwarves the ability to do five times their normal damage when attacking enemy buildings. You also can research Stone Incantation at the Dwarven Settlement, a spell that allows you to restore a moderate amount of hit points to any of your buildings. After upgrading your Dwarven Settlement to Level 2, you can research the Dwarves' Stone Blood ability, which gives them a 50 point bonus to their magic resistance. Building a Dwarven Settlement allows you to build Dwarven Towers.

Hall of Lords

- **Cost To Build: 1,000 gold**
- **Hit Points: 4,000**

At the end of each mission in the single-player campaign, you can select one of your surviving heroes to stay in your employment. After building the Hall of Lords, you can hire any of these higher-level heroes for a price commensurate with their level. Lords come equipped with all abilities and items they purchased in previous levels. The Hall of Lords is only available in the single-player campaign.

You can only build one Hall of Lords in your town, and you can only hire three Lords from the Hall of Lords at a time.

Economic Buildings

Economic buildings are structures that boost your income, either directly or indirectly. This category can include selling items and goods to your heroes, but it also includes buildings such as the Statue of the King, which only has an indirect influence on your income. Heroes can only purchase items from a building that has researched that item. For this reason, having several Blacksmiths or Magic Bazaars is not necessary. The cost of researching their wares is too high to justify the cost of paying for this research twice. If a shop is destroyed, though, you will need to research all goods available when you build a replacement. Trading Posts are the one exception to this rule, and you should build as many Trading Posts as you possibly can.

Marketplace

- **Cost To Build: 500 gold**
- **Hit Points: 500**
- **Research Available: Health potion, mana potion, Amulet of Regeneration**

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Marketplace Level 2

- Upgrade Cost: 1,500 gold
- Hit Points: 675
- Research Available: Ring of Protection

Marketplace Level 3

- Upgrade Cost: 4,000 gold
- Hit Points: 800
- Research Available: Expert Amulet of Protection

The Marketplace is the most important building in your town, and should be the first structure you build at the outset of any mission. The Marketplace generates a good deal of income on its own. At Level 1, the Marketplace generates 250 gold in tax income per day. At Level 2 it generates 375 gold per day, and at Level 3 it generates 500 gold per day. In addition to this base tax income, it also sells many items that your heroes will buy continually throughout any mission. Heroes always need health and mana potions, and these are available for sale at the Marketplace. At higher-level Marketplaces, you can research and sell Rings of Protection and Expert Amulets of Protection, more expensive items that heroes can purchase for bonuses to their damage protection. Your Marketplace also serves as a dropping-off point for gold generated at your Trading Posts. You can only have one Marketplace in any mission or multiplayer game and, especially in multiplayer, its protection should be among your highest priorities. If your Marketplace is destroyed, your income will drop precipitously.

Blacksmith

- Cost To Build: 500 gold
- Hit Points: 550
- Research Available: Improved weapons and armor

Blacksmith Level 2

- Upgrade Cost: 1,000 gold
- Hit Points: 700
- Research Available: Masterwork weapons and armor

Blacksmith Level 3

- Upgrade Cost: 2,000 gold
- Hit Points: 850
- Research Available: Expert weapons and armor

The Blacksmith is not a great source of income. Though it sells items to your heroes, the research cost for these items is, at higher levels, much more than you can hope to recoup. However, it is one of the most important buildings in town. Heroes without proper armor and weapons are at a serious disadvantage, and high-level weapons and armor can make your heroes incredibly powerful. Blacksmiths do not generate any income other than equipment sales. At Level 1, you can research improved weapons and improved armor. To upgrade your Blacksmith to Level 2, you must have a Level 2 Royal Palace. A Level 2 Blacksmith gives you access to masterwork weapons and armor. A Level 3 Blacksmith allows you to research expert armor and weapons, and it requires a Level 3 Royal Palace.

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Inn

- Cost To Build: 250 gold
- Hit Points: 550

Inn Level 2

- Upgrade Cost: 300 gold
- Hit Points: 850
- Research Available: Party formation

Inns provide two important functions: They give your heroes a place to rest and recuperate other than their guilds, and they allow you to form parties of heroes. When a hero has taken enough damage and has no means of being healed, he attempts to flee battle and get to a place of safety to rest. Without an Inn, the hero must return to his guild building. With an Inn, however, the hero has another option. For this reason, it is a good idea to build an Inn close to the more dangerous areas on the map. To rest in an Inn, a hero must pay a small amount of gold, but they will happily pay this fee when there's a monster hot on their heels. In addition to giving your heroes a place to rest and heal, you can form parties of heroes after researching Party Formation. To research party formation, your Inn must be upgraded to Level 2. You must have a Level 2 Royal Palace to upgrade your Inn.

Heroes must pay 25 gold to rest at an Inn, but doing so grants them the Satiety bonus, which regenerates hit points over time for a short period.

Trading Post

- Cost To Build: 200 gold
- Hit Points: 500

Trading Post Level 2

- Upgrade Cost: 250 gold
- Hit Points: 800

Trading Posts are a great source of income. The amount of gold generated by a Trading Post depends on its distance from your Marketplace. A Trading Post very close to your Marketplace may only generate 300 gold every few days, but a distant Trading Post can generate over 1,000 gold per delivery. Trading Posts send out merchant caravans periodically to deliver their income to your Marketplace. These caravans are very weak and are sitting ducks for attackers, and they should be defended when traveling through dangerous areas.

Trading Posts are targets for attack, especially in multiplayer games, so they should be protected with defensive towers or with a few heroes responding to a Defense Flag. A Level 2 Trading Post has the ability to fire arrows at attackers and can defend itself against lower-level enemies. You cannot build a Trading Post unless you have a Marketplace.

When choosing whether to defend a merchant caravan, weigh the cost of the Defense Flag reward against the amount of gold being delivered. It's not worth losing money just to save a caravan.

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Merchant Caravan

- **Hit Points: 80**

NOTE

When you select a Trading Post, the progress bar shows you how long you must wait until the next merchant caravan leaves for town.

NOTE

Trading Posts can be built only at certain locations on the map. A stationary caravan labeled "Suitable Trading Place" marks these locations on your map. Throughout this guide, these locations will be referred to as Trading Posts.

Magic Bazaar

- **Cost To Build: 1,500 gold**
- **Hit Points: 600**
- **Research Available: Elixirs**

The Magic Bazaar is second only to your Marketplace as a source of income. The elixirs available at the Magic Bazaar are very expensive to research, ranging in price from 1,000 to 2,000 gold. These elixirs provide your heroes with protective bonuses against damage, great bonuses to their attack ratings, and increases to their movement speed. Elixirs sell for enough money that they will pay for their research cost in a fairly short time. The cost of research, though, means that Magic Bazaars should be well protected. If a Magic Bazaar is destroyed, you will need to research all its wares again. In addition to the income from elixir sales, the Magic Bazaar pays 200 gold in taxes per day. To build a Magic Bazaar, you must have a Wizards Guild. Like the Wizards Guild, the Magic Bazaar builds and repairs itself.

Statue of the King

- **Cost To Build: 500 gold**
- **Hit Points: 450**

The Statue of the King has only an indirect impact on your income, but it can be very helpful in the long run. Having a Statue of the King in your town increases the enthusiasm of your heroes, making them more likely to respond to flags. This allows you to get more heroes interested in your flags for a lower reward.

Defensive Structures

There are three different towers you can build to protect your kingdom from invasion: Guardhouse, Wizard's Tower, and Dwarven Tower. Towers can become very expensive. Like all other buildings, each new tower of a single type costs 150 percent of the previous tower. So they can get very pricey very quickly. Your first Guardhouse only costs 150 gold, but by the sixth you will be spending more than 1,000 gold for each. Dwarven Towers, which start at 1,000 gold, get very pricey after just one or two have been built.

For this reason, placement of towers is very important. Towers should be built in the highest threat areas, such as near several Sewer entrances or near your distant Trading Posts to protect them from attack. It's often good to build redundant towers in the most dangerous areas, so that they can protect each other from destruction.

Guardhouse

- **Cost To Build: 150 gold**
- **Hit Points: 800**

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Guardhouse Level 2

- **Upgrade Cost: 300 gold**
- **Hit Points: 1,050**

Guardhouses are your most basic defensive structure, but they are a great means of protecting your town as it goes through its initial growth period. The first few Guardhouses are remarkably inexpensive. Starting at 150 gold, the Level 1 Guardhouse can easily protect your town against lower-level monsters. Guardhouses don't do a great deal of damage at Level 1, but they have enough hit points that they can withstand a good deal of damage, whittling away at an enemy until it falls. At Level 2, Guardhouses are even sturdier, and instead of regular arrows they fire flaming arrows, increasing their damage. Once you've built five Guardhouses, the cost has increased enough that they should be replaced by Dwarven Towers, which are much more powerful.

Guardhouses come equipped with a Guard, who patrols the area surrounding the Guardhouse.

Guard

- **Level: 1**
- **Hit Points: 100**
- **Attack: 7**
- **Melee Protection: 0**
- **Ranged Protection: 0**
- **Magic Protection: 0**

Tax Collectors can drop off gold at Guardhouses, so placing them near buildings with high incomes can make gold collection safer and more efficient.

Wizard's Tower

- **Cost To Build: 300 gold**
- **Hit Points: 650**

Wizard's Towers can only be built if you have a Wizards Guild. Like the Wizards Guild, these magical towers build and repair themselves and do not require the labor of peasants. Unlike other defensive towers, the Wizard's Tower does not provide constant defense. The Wizard's Tower's Magic Shot attack requires charging, and charging the Wizard's Tower requires 200 gold. To charge Magic Shot, select the tower and click the Magic Shot icon. When a Wizard's Tower is selected, the progress bar shows how long the Wizard's Tower will be active until it needs to be charged again.

In addition to providing defense against attackers, the Wizard's Tower provides another important service. Your Majesty's spells researched at the Wizards Guild, such as Lightning Bolt and Thunderstorm, cost more gold to cast the farther you are from the Wizards Guild or a Wizard's Tower, so building a Wizard's Tower close to a contested area will significantly reduce the cost to cast these spells.

Dwarven Tower

- **Cost To Build: 1,000 gold**
- **Hit Points: 1,000**

The Dwarven Tower does the most damage of your three defensive structures. Dwarven Towers are an effective defense against even high-level enemies and can take down a dragon or a vampire on their own. Dwarven Towers are expensive, but by the time they are available, they cost less than a sixth Guardhouse or fifth Wizard's Tower. To build Dwarven Towers, you need to have built a Dwarven Settlement.

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- Temple to Dauros
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- Temple to Fervus
- Temple to Helia

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Temples

Temples are essentially high-level guilds. They allow you to hire the most powerful hero classes, or promote your existing heroes to a more powerful specialty class. Temples cannot be built until you've upgraded your Royal Palace to Level 3, and they can only be built upon Holy Ground, which is distinguished on the map by a glowing ring of stones. There are no abilities to research or sell at any of your Temples, so their only income is from the gold earned by their heroes. Each temple has a single spell available for your own use. Temples only house two heroes, and these heroes can be hired directly from the temple or obtained by promoting one of your other heroes.

Temples can only be built on Holy Ground.

Temple to Krypta

- **Cost To Build: 3,000 gold**
- **Hit Points: 1,000**
- **Research Available: Plague and Ravage**

The Temple to Krypta allows you to hire Priestesses of Krypta, Cleric-class heroes who call upon the forces of death instead of life. Building a Temple to Krypta allows you to research the Plague and Ravage spell, which reduces the attack rating of a single enemy target.

Temple to Agrela

- **Cost To Build: 3,000 gold**
- **Hit Points: 1,000**
- **Research Available: Resurrection**

The Temple of Agrela allows you to hire Priestesses of Agrela, the most powerful healing units in the game. You also can research the Resurrect spell here, which allows you to revive any dead hero exactly where they fall on the battlefield.

Temple to Dauros

- **Cost To Build: 3,000 gold**
- **Hit Points: 1,000**
- **Research Available: Holy Shield**

The Temple to Dauros allows you to hire Paladins, a Warrior-class unit. You can research Holy Shield at the Temple to Dauros, which increases a single friendly target's attack protections to 100 for a short period of time.

Temple to Krolm

- **Cost To Build: 3,000 gold**
- **Hit Points: 1,000**
- **Research Available: Wrath of Krolm**

Blademasters, the most powerful melee units, are hired at the Temple to Krolm. Building the temple allows you to research the Wrath of Krolm spell, which temporarily increases all your heroes' attack ratings by 10 and increases their movement speed, too.

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Temple to Fervus

- **Cost To Build: 3,000 gold**
- **Hit Points: 1,000**
- **Research Available: Shield of Chaos**

Beastmasters are hired at the Temple to Fervus. These Ranger-class heroes have control over the animal kingdom and can summon bears and wolves to fight alongside them. At this temple, you can research the Shield of Chaos spell, which temporarily increases the magic damage protection for all your heroes.

Temple to Helia

- **Cost To Build: 3,000 gold**
- **Hit Points: 1,000**
- **Research Available: Stroke of the Sun**

Archers of Helia are the most powerful ranged-damage heroes. You can research Stroke of the Sun at the Temple to Helia, a powerful spell that does a great deal of damage to a single enemy target.

Other Buildings

You cannot choose to build the structures in this section. Your Royal Palace exists at the beginning of every mission, while the other structures are built or appear when certain conditions are met. Peasant Houses, for instance, are built automatically to house your constantly increasing population, while graveyards appear after any of your heroes has been killed.

Royal Palace

- **Hit Points: 1,500**

Royal Palace Level 2

- **Upgrade Cost: 2,000 gold**
- **Hit Points: 2,500**

Royal Palace Level 3

- **Upgrade Cost: 5,000 gold**
- **Hit Points: 4,000**

Your Royal Palace is the center of your kingdom. If your palace is destroyed, you are driven from the land. The palace is the center of your tax collection. It houses your Tax Collectors and Royal Guards. As it is upgraded, your Royal Palace can house more Tax Collectors and more Royal Guards. Upgrading your palace also allows you to upgrade the Blacksmith and Marketplace, giving you access to the higher-level armor and equipment, as well as Dwarven Settlements and Elven Bungalows. Upgrading the palace to Level 3 allows you to build temples. A Royal Palace has a base tax income of 50 gold at Level 1, 125 gold at Level 2, and 275 gold at Level 3.

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Royal Guard

- **Hit Points: 200**
- **Attack: 13**
- **Melee Protection: 0**
- **Ranged Protection: 0**
- **Magic Protection: 0**

Tax Collector

- **Hit Points: 35**

Peasant House

- **Hit Points: 350**

Your peasants are the backbone of your kingdom. They construct and repair almost all your buildings (the Wizards Guild, the Magic Bazaar, and the Wizard's Tower being the only exceptions). Peasants won't work without a place to live. When a Peasant House is destroyed, the other peasants will band together to build them a new one. This, however, takes them away from keeping your more important buildings up and running. Peasants pay taxes, which are collected from their houses. A Peasant House generates 20 to 50 gold per day.

Peasant

- **Hit Points: 30**

Windmill

- **Hit Points: 450**

Mills appear depending on the size of your town. Mills don't provide any service to your town, but they generate 50 gold per day in tax income.

Sewer Entrance

Sewer entrances appear once you've built a few buildings. These indestructible openings allow a constant stream of vermin to invade your town. At first, they produce rats, very low-level creatures that are only dangerous if left unchecked for too long. As your town grows larger, more Sewer entrances appear, and they allow for invasions by much more dangerous creatures, the dire rat and the ratman.

Because Sewer entrances cannot be destroyed, building towers near them is the best way to defend against the beasts they produce.

Graveyard

A graveyard appears in your town once one of your heroes has been killed. A hero's body remains where he or she died for a few minutes, then it is sent to the graveyard. At this point, the hero can be resurrected. Resurrecting a hero from the graveyard requires an amount of gold that depends on the hero's class and Level.

Though the ability to revive dead heroes is a great benefit, there is a downside: Graveyards produce undead enemies. At first, it is lower level undead, such as skeletons and skeleton archers. But the longer a graveyard remains, it begins producing stronger enemies such as zombies and veteran's skeletons. Like Sewer entrances, graveyards are indestructible. For this reason, it's a good idea to put a defensive structure near the entrance to provide some protection against the enemies it produces.

The cost of resurrecting a hero is the base cost for that hero, plus half that cost for every level they've earned. Mages cost 500 gold to hire, so resurrecting a Level 10 Mage costs you 2,750 gold, or 500 gold for Level 1, then 250 gold for every level he gained.

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Heroes

Heroes are the most important inhabitants of your kingdom. They are your eyes and fists. Heroes are the ones who explore the lands around your kingdom, seeking out and eliminating danger. They do not perform these deeds out of the kindness of their hearts; they do it for gold. Heroes are the backbone of your economy, too, because most of the gold they earn will come right back into your coffers, both through taxes and when you sell them equipment they need to survive in battle.

Your heroes are fairly self-sufficient beings. They go about their own business at their own pace, shopping for equipment, purchasing new abilities, and performing quests. Your influence is indirect. Set a high enough reward on a flag and your heroes will perform whatever quest you are asking them to complete. Research new equipment, and your heroes will purchase it if they have enough gold.

It is a good idea to understand the basics of your heroes. Their statistics and abilities directly affect how they perform in combat. You can see a hero's statistics and abilities, as well as many other important bits of information, by selecting a hero.

Hero Overview

When you select a hero, the display at the bottom of the screen gives you several pieces of important information. At the top of the box is the hero's name, and directly to the right is the hero's portrait. Below the portrait the hero's hit points are listed, showing how many hit points he has remaining. If a hero is in combat, a small portrait of his target is overlain on the bottom left corner of the portrait.

Beneath the hero's name is his or her current action. This tells you what a hero is doing, whether it's wandering around looking for adventure, fighting an enemy, shopping for new equipment, or going home to his or her guild. Beneath the hero's current action is a row of icons that show what status effects are affecting the hero. This list includes both positive and negative effects, so any bonuses from potions and items will be displayed along with negative status effects, such as poison or plague. Beneath the status icons is the hero's experience bar, which shows the hero's current experience level and a progress bar showing how close he or she is to the next level.

The right side of the box shows the hero's inventory, including all the gold in his possession and up to six items he is carrying. A hero's weapon and armor will always be shown here, so you can see if the hero has purchased any upgrades that you've researched. If he hasn't, it's likely because he's been too busy or does not have enough gold; you should either give him a brief respite from quests to stock up on goods or add some quests so he can earn some more gold.

You can see more details about your hero by clicking the information button (the light blue letter "I") on the portrait. Clicking the information button opens a more detailed hero information box. Here, you can see the hero's statistics, abilities, inventory, and description. The most important pieces of information here are the hero's statistics and abilities. You can view either of these by clicking on the appropriate icon on the information screen. Hero abilities are covered in detail in the Hero Classes section of this chapter.

Statistics

Base Statistics

Clicking on the scroll icon on the hero information box displays the hero's statistics. This display is broken up into four columns. The first column shows the hero's baseline statistics: Strength, agility, intellect, and stamina. A hero's strength determines the baseline melee damage and how much additional damage they do with each experience level. Agility does the same for ranged damage, and intellect for magic damage. Stamina determines their starting hit points, and how many additional hit points they gain with each level. These statistics are randomly generated for each new hero, so from the start some of your heroes will be more powerful than others of the same class. Not all statistics are important for each hero. Agility, for instance, is important for a Ranger but not at all important

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for a Warrior. Likewise, strength is important for a Warrior but not at all important for a Cleric. The type of damage a hero does determines which primary statistic is important. Stamina, though, is important for all hero classes. A hero's baseline statistics can never be improved.

Attack Rating and Movement Speed

The second column shows a hero's attack rating and movement speed. Unlike the base statistics, these statistics can be improved. A hero's attack rating improves incrementally with each level, and it can be improved with new weapons, elixirs, and enchantments and spells that add attack bonuses. An attack rating that is being improved through any of these means will be shown as green. If a hero's attack rating is being decreased by a negative status effect, the number will be red. A hero's attack rating is the amount of damage he or she can do with each attack, though this is mitigated by the target's damage protection rating. But a character with a 62 ranged damage rating will do 62 points of damage to a target with no protection against ranged attacks.

A hero's movement speed is how fast he moves. This is important for heroes who do a great deal of exploring, and it's also used in determining how quickly they can get away from attackers if needed. A hero's movement speed can be increased with the Elixir of Rabbit Speed or with the Elf ability Elven Inspiration.

Damage Protection

The third column in the statistics box shows your hero's damage protection ratings. There are three types of damage: Melee, ranged, and magic. Every class has a baseline protection rating against each of these damage types, and this rating is the same for all heroes of a class. Some classes, such as Dwarves, have a good amount of protection against all types of damage, while Mages have no protection at all. A hero's damage protection is not a straight reduction. As damage protection increases, a smaller percentage of the total damage is taken. The damage reduction is shown in the table below.

DAMAGE PROTECTION

PROTECTION RATING	DAMAGE TAKEN
0	100%
20	75%
50	50%
80	33.3%
100	25%
200	0%

Damage protection ratings can be permanently improved with upgraded armor, Rings of Protection, and Expert Amulets of Protection. Elixirs, researched and sold at the Magic Bazaar, can temporarily increase damage protections. Certain hero abilities and spells also can temporarily increase damage protections, such as the Dwarves' Stone Blood ability, which increases magic protection by 50, or the Holy Shield spell, which increases a single target's protection against all types of damage to 100.

Gold

The fourth column in the statistics box shows a hero's gold. On this screen, the gold is split into two categories: A hero's personal money and the tax money he owes to his guild. Half the gold earned by a hero is donated directly to the guild and is then collected as taxes. The remaining gold belongs to the hero, and he can purchase items and equipment with it.

If your heroes have a great deal of gold waiting to be dropped off at their guilds, you should give them a break in quests so they can return home and drop off their money. If they are killed while carrying this gold, they will not have any of it when resurrected from a Graveyard. If they are resurrected with a spell, they only retain a portion of the gold.

Priests and Priestesses

Some heroes can be promoted to priests and priestesses.

When you've upgraded your Royal Palace to Level 3, you can build temples on designated areas of the map. Building temples gives you access to priest- and priestess-class heroes, who are much more powerful than the basic heroes hired at guilds. Priests and priestesses can be hired directly from their temples, or they can be promoted from the basic classes. Warriors can be promoted to Paladins or Blademasters. Rangers can be promoted to Archers of Helia or Beastmasters. Clerics can be promoted to Priestesses of Krypta or Priestesses of Agrela. Promoting a hero is very expensive, approximately 250 gold per level of the hero being

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promoted. The benefit of promotion is that you get a much stronger hero immediately, and the cost is usually only three or four times the cost of hiring a Level 1 priest or priestess. When promoted, the hero retains her current level, but loses all her equipment and is given 600 gold to purchase new items. Standard heroes must purchase most of their new abilities from their guild, but priests and priestesses automatically learn their abilities at certain levels. A promoted hero automatically learns all the new class's abilities for her current level.

NOTE

When you promote a hero to a priest or priestess, the temple becomes that hero's new home, freeing up a slot at her former guild. Remember to hire a new hero to replace the promoted hero.

Lords

Lords are hired from the Hall of Lords.

Lords are higher-level heroes that have been hand picked to continue with you from mission to mission. When you successfully complete a mission in the single-player campaign, you are permitted to select one Lord from the heroes hired during that mission. In subsequent missions, you can then hire up to three of these Lords from the Hall of Lords. Lords retain all their skills and equipment, and their progress continues from mission to mission. The Hall of Lords acts as the Lords' guild building. If a Lord is promoted to a priest or priestess, he continues to be available for hire in subsequent missions, without the need of his temple.

NOTE

Lords are only available in the single-player campaign.

Hero Classes

Warrior

- **Cost to Hire: 500 gold**
- **Attack: Melee**
- **Weapon: Blade**
- **Armor: Steel**
- **Movement Speed: 3.0**
- **Melee Protection: 20**
- **Ranged Protection: 10**
- **Magic Protection: 0**

Warriors are your basic melee unit. They are braver than your other Level 1 heroes, making them more willing to take dangerous jobs for less gold. Warriors are primarily interested in Attack and Defense Flags. They have almost no interest in Explore Flags, but will do an explore quest if the reward is extremely high. At Level 5, a Warrior automatically receives the Taunt ability, which does 1.5 times the damage of his standard attack and forces the enemy to attack him instead of other nearby heroes (provided the enemy is not immune to special abilities). This is a very helpful ability when there are low-level spellcasters around. After upgrading your Warriors Guild to Level 2, Warriors can learn Crushing Blow, which does three times the damage of their standard attack. With a Level 3 Warriors Guild, they can learn Maiming Blow (which does five time their base damage) and Resistance to Pain (which temporarily increases their protection against all attacks by 25), which is especially helpful as their base protection against ranged and magic attacks is very low.

Warriors can be promoted to Paladins or Blademasters.

Warrior Abilities

Taunt

- **Research Cost: N/A**
- **Cost to Hero: N/A**

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- Prerequisites: Learned automatically at Level 5
- Effect: 1.5x damage, causes target to attack Warrior

Crushing Blow

- Research Cost: 200 gold
- Cost to Hero: 5 gold
- Prerequisites: Warriors Guild Level 2
- Effect: 3x damage

Maiming Blow

- Research Cost: 500 gold
- Cost to Hero: 100 gold
- Prerequisites: Warriors Guild Level 3
- Effect: 5x damage, reduces target's movement speed

Resistance to Pain

- Research Cost: 500 gold
- Cost to Hero: 100 gold
- Prerequisites: Warriors Guild Level 3
- Effect: Temporarily increases Warrior's protection from all attacks by 25

Rogue

- Cost to Hire: 100 gold
- Attack: Melee
- Weapon: Blade
- Armor: Leather
- Movement Speed: 4.0
- Melee Protection: 10
- Ranged Protection: 30
- Magic Protection: 10

Rogues are your most willing hero. They will take attack and explore quests for a much lower reward than most heroes. The problem with Rogues, however, is that they aren't great at finishing quests. Rogues are fairly cowardly, and they can't take much damage. They are great for quick, cheap exploration. At higher levels, they become very good melee fighters, with special abilities that allow them to stun enemies and reduce their melee attack abilities. At early levels, though, Rogues can often find themselves in over their heads and may head off for quests that are certain death. Rogues simply love gold, though, and will do almost anything to get it. Rogues can learn Poison at Level 1, as long as you research the ability at the Rogues Guild. This makes them a great addition to attack parties, provided there are Clerics to keep them standing and Warriors to keep the enemy preoccupied.

Rogue Abilities

Poison

- Research Cost: 200 gold
- Cost to Hero: 5 gold
- Prerequisites: Rogues Guild Level 1
- Effect: Poisons target, doing incremental damage over time

Insidious Blow

- Research Cost: 500 gold
- Cost to Hero: 5 gold
- Prerequisites: Rogues Guild Level 2
- Effect: 3x damage

Solar Plexus Kick

- Research Cost: 350 gold
- Cost to Hero: 5 gold
- Prerequisites: Rogues Guild Level 3
- Effect: 1.5x damage, reduces melee attack of target

Stun

- Research Cost: 300 gold
- Cost to Hero: 5 gold
- Prerequisites: Rogues Guild Level 3
- Effect: 1.5 damage, prevents enemy from moving or attacking

Ranger

- Cost to Hire: 150 gold
- Attack: Ranged
- Weapon: Ranged
- Armor: Leather
- Movement Speed: 4.0
- Melee Protection: 10
- Ranged Protection: 10
- Magic Protection: 0

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Rangers are your primary ranged-attack heroes, and they are the heroes who will do the most to explore the dangerous territory throughout your kingdom. Rangers are most interested in exploration quests and will generally take them for a relatively low sum. Rangers are not particularly strong fighters; however, they are willing to take attack quests, though they are not as brave as Warriors and may flee if the situation seems too dangerous. Rangers without equipment have no protection against magic damage and their protection against ranged and melee attacks is not very high, so they benefit a great deal from armor. Rangers are excellent in combat against beast-class enemies, which includes rats, wolves, and bears, but also includes some of the tougher monsters you'll encounter—werewolves and bearmen. They have the Hunter's Shot ability at Level 1, a special attack that does four times their normal damage to beasts. When you've upgraded the Rangers Guild and researched their higher level abilities, Rangers learn new attacks that are great against melee attackers and spellcasters. Their Weakening Shot attack can temporarily reduce a target's melee attack, and their Pain of Spirit attack can drain an opponent's mana.

Rangers can be promoted to Beastmasters and Archers of Helia.

Ranger Abilities

Hunter's Shot

- **Research Cost: N/A**
- **Cost to Hero: N/A**
- **Prerequisites: None**
- **Effect: 4x damage to beasts**

Accurate Shot

- **Research Cost: 200 gold**
- **Cost to Hero: 5 gold**
- **Prerequisites: Rangers Guild Level 2**
- **Effect: 3x damage**

Weakening Shot

- **Research Cost: 1,000 gold**
- **Cost to Hero: 100 gold**
- **Prerequisites: Rangers Guild Level 3**
- **Effect: 1.5x damage, reduces target's melee attack**

Pain of Spirit

- **Research Cost: 1,000 gold**
- **Cost to Hero: 100 gold**
- **Prerequisites: Rangers Guild Level 3**
- **Effect: 3x damage, reduces target's mana over time**

Cleric

- **Cost to Hire: 350 gold**
- **Attack: Magic**
- **Weapon: Magic**
- **Armor: Cloth**
- **Movement Speed: 3.5**
- **Melee Protection: 0**
- **Ranged Protection: 0**
- **Magic Protection: 20**

Clerics are not great fighters at lower levels, but they are your most important heroes. Clerics have the Holy Heal ability from Level 1, allowing them to heal other heroes. A group of Clerics with an inventory full of mana potions can keep your other heroes standing and fighting against enemies that would typically kill them quite quickly. If you research the Holy Attack ability at the Clerics Guild, Clerics become excellent fighters against undead enemies. The ability gives them a special attack that does eight times their base damage against the undead. Clerics begin with no protection against melee or ranged damage, but good protection against magic damage. At a Level 3 Clerics Guild, you can research Faith Restoration and Hammer of Faith. The former increases the Cleric's mana regeneration rate, and the second is a special attack that does bonus damage and knocks the target away.

Clerics can be promoted to Priestesses of Krypta and Priestesses of Agrela.

Cleric Abilities

Holy Heal

- **Research Cost: N/A**
- **Cost to Hero: N/A**
- **Prerequisites: None**
- **Effect: Heals friendly heroes**

Holy Attack

- **Research Cost: 200 gold**
- **Cost to Hero: 20 gold**
- **Prerequisites: Clerics Guild Level 2**
- **Effect: 8x damage to undead**

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Faith Restoration

- Research Cost: 1,000 gold
- Cost to Hero: 100 gold
- Prerequisites: Clerics Guild Level 3
- Effect: Temporarily increases mana regeneration rate

Hammer of Faith

- Research Cost: 1,000 gold
- Cost to Hero: 100 gold
- Prerequisites: Clerics Guild Level 3
- Effect: 3x damage, knocks enemy back

Mage

- Cost to Hire: 500 gold
- Attack: Magic
- Weapon: Magic
- Armor: Cloth
- Movement Speed: 3.0
- Melee Protection: 0
- Ranged Protection: 0
- Magic Protection: 0

Mages are your most fragile heroes at low levels. They have no protection against any type of damage and, though they do a good amount of magic damage, they are have so few hit points they can be killed by even low-level monsters before they even have a chance to run. When they get to Level 5, though, they automatically gain the Magic Shield ability. The Magic Shield gives Mages a temporary bonus of 50 to all of their damage protections. At Level 5 and beyond, Mages become one of the most powerful heroes you can hire, even more effective than some of the priests and priestesses you can hire from temples. Mages have several spells that they can purchase at the Wizards Guild. At a Level 1 guild, they can learn the Fireball spell, which can hit multiple targets and can cause burning damage over time. At a Level 2 Wizards Guild, they can learn Ice Arrow, which does triple damage and freezes an enemy, preventing it from moving or attacking. At a Level 3 Wizards Guild, they can learn Windstorm, which knocks an enemy back. They also can learn Firestorm, the most devastating of their spells, which does five times their base damage, causing burning damage over time. Firestorm can hit multiple targets with a single shot. Mages benefit greatly from better weapons and armor, and with expert-level magic weapons they become immensely powerful.

Until Mages reach Level 5, they should be well protected. Consider throwing Defense Flags on newly hired Mages to keep them safe until they can cast Magic Shield.

Mage Abilities

Magic Shield

- Research Cost: N/A
- Cost to Hero: N/A
- Prerequisites: Learned automatically at Level 5
- Effect: +50 to Mage's melee, ranged, and magic protection

Fireball

- Research Cost: 200 gold
- Cost to Hero: 5 gold
- Prerequisites: Wizards Guild Level 1
- Effect: 2x damage, does additional damage over time and can hit multiple targets

Ice Arrow

- Research Cost: 500 gold
- Cost to Hero: 5 gold
- Prerequisites: Wizards Guild Level 2
- Effect: 3x damage, temporarily prevents target from moving or attacking

Windstorm

- Research Cost: 750 gold
- Cost to Hero: 5 gold
- Prerequisites: Wizards Guild Level 3
- Effect: 1.5x damage, knocks target back

Firestorm

- Research Cost: 2,000 gold
- Cost to Hero: 5 gold
- Prerequisites: Wizards Guild Level 3
- Effect: 5x damage, does additional damage over time and can hit multiple targets

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Elf

- Cost to Hire: 700 gold
- Attack: Magic, Ranged
- Weapon: Ranged
- Armor: Leather
- Movement Speed: 4.0
- Melee Protection: 0
- Ranged Protection: 20
- Magic Protection: 30

Elves are one of two hero classes that are only available after you've upgraded your Royal Palace to Level 2. In addition to a Level 2 palace, you will need a Level 2 Marketplace. At that point, you can build the pricey Elven Bungalow, where you can hire Elves. Elves are unique in that they do both magic and ranged damage, though any attack bonuses they receive only affect their ranged damage, so their magic damage stays the same no matter how much experience they gain. Elves are particularly fond of exploration quests, and they are very strong combatants as long as they have healers or health potions at their disposal. However, Elves are very susceptible to melee damage. At Level 1, Elves automatically gain the Roots ability, which causes strong roots to grow out of the ground and hold an enemy in place, which can help keep melee fighters from getting too close. With a Level 1 Elven Bungalow, Elves can learn the Elven Inspiration ability, increasing the target's movement speed by 50 percent. This ability can be cast on other heroes. They can also learn Clever Shot, a special attack that does triple damage. With a Level 2 Elven Bungalow, Elves can learn the Magic Arrow special attack, which does five times their base ranged damage.

Elves do not get along with Dwarves, and these two hero classes should not be placed in parties together. Though they won't attack each other outright, Elves will use their Roots ability on Dwarves they encounter. You do not need to choose Elves or Dwarves when hiring heroes, but just be aware that they may cause each other the occasional inconvenience.

Elf Abilities

Roots

- Research Cost: N/A
- Cost to Hero: N/A
- Prerequisites: Learned automatically at Level 1
- Effect: Prevents target from moving

Clever Shot

- Research Cost: 200 gold
- Cost to Hero: 5 gold
- Prerequisites: Elven Bungalow Level 1
- Effect: 3x ranged damage

Eleven Inspiration

- Research Cost: 200 gold
- Cost to Hero: 5 gold
- Prerequisites: Elven Bungalow Level 1
- Effect: 1.5x movement speed bonus to self or other hero

Magic Arrow

- Research Cost: 300 gold
- Cost to Hero: 5 gold
- Prerequisites: Elven Bungalow Level 2
- Effect: 5x ranged damage

Dwarf

- Cost to Hire: 700 gold
- Attack: Melee
- Weapon: Blade
- Armor: Steel
- Movement Speed: 3.0
- Melee Protection: 20
- Ranged Protection: 30
- Magic Protection: 30

Dwarves are powerful melee fighters that have two unique attributes: They are especially effective against enemy buildings, and they have unusually high magic protection for a melee unit. Their protection against magic damage is even more impressive once they can learn the Stone Blood ability, which requires a Level 2 Dwarven Settlement. Stone Blood temporarily increases a Dwarf's magic protection by 50. Dwarves can learn Smashing Blow and Destruction at the Level 1 Dwarven Settlement. Smashing Blow gives them a special attack with triple damage, while Destruction does five times their base damage to buildings. Dwarves automatically learn the Stun ability, which prevents its target from moving or attacking. Because of their inherent animosity toward Elves, Dwarves

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will often use the Stun ability on any Elf they happen to encounter. To hire Dwarves, you must have a Level 2 Royal Palace and a Level 2 Blacksmith.

Dwarf Abilities

Stun

- Research Cost: N/A
- Cost to Hero: N/A
- Prerequisites: Learned automatically at Level 1
- Effect: Prevents target from moving or attacking

Destruction

- Research Cost: 200 gold
- Cost to Hero: 5 gold
- Prerequisites: Dwarven Settlement Level 1
- Effect: 5x damage to buildings

Smashing Blow

- Research Cost: 200 gold
- Cost to Hero: 5 gold
- Prerequisites: Dwarven Settlement Level 1
- Effect: 3x damage

Stone Blood

- Research Cost: 300 gold
- Cost to Hero: 5 gold
- Prerequisites: Dwarven Settlement Level 2
- Effect: +50 to Dwarf's magic protection

Temple heroes

Priestess of Krypta

- Cost to Hire: 1,000 gold
- Attack: Magic
- Weapon: Magic
- Armor: Cloth
- Movement Speed: 3.0
- Melee Protection: 10
- Ranged Protection: 20
- Magic Protection: 10

Priestesses of Krypta are available when you've built a Temple to Krypta, and they can be hired from the temple or by promoting a Cleric. Priestesses lose the life-giving abilities of the Cleric and are instead given control over the realm of the dead. They can summon Skeletons of Krypta and, at Level 10, they can summon liches. Priestesses of Krypta lose the ability to heal, but the ability is replaced with the ability to drain their opponents' hit points to restore their own.

Priestesses of Krypta do not like Paladins and will cast Plague on them.

Priestess of Krypta Abilities

Summon Skeletons

- Learned at Level 1
- Effect: Summons Skeleton of Krypta

SKELETON OF KRYPTA

- Level: 5
- Hit Points: 300
- Attack: 12 (melee)
- Melee Protection: 0
- Ranged Protection: 55
- Magic Protection: 0
- Drain Life
- Learned at Level 1
- Effect: 3x damage, restores life to Priestess (replaces Holy Heal)

Plague

- Learned at Level 5
- Effect: Infects all nearby enemies with plague, causing damage over time

Summon Lich

- Learned at Level 10
- Effect: Summons Dark Lich

DARK LICH

- Level: 15
- Hit Points: 800

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- Attack: 60 (magic)
- Melee Protection: 25
- Ranged Protection: 60
- Magic Protection: 0

Priestess of Agrela

- Cost to Hire: 1,000 gold
- Attack: Magic
- Weapon: Magic
- Armor: Cloth
- Movement Speed: 3.5
- Melee Protection: 10
- Ranged Protection: 10
- Magic Protection: 30

The Priestesses of Agrela are the best healing units in the kingdom. They can be hired from the Temple to Agrela or by promoting Clerics. Priestesses of Agrela retain many of the Cleric's abilities, including the damage bonuses against the undead and Holy Heal. Additionally, they gain the Mass Heal ability at Level 10, allowing them to instantly restore a great number of hit points to all nearby allies. Priestesses of Agrela are great heroes to have in your employ on maps with undead enemies, and they are always very useful because of their great healing capacity.

Priestess of Agrela Abilities

Holy Heal

- Learned at Level 1
- Effect: Heals friendly heroes

Holy Attack

- Learned at Level 1
- Effect: 8x damage to undead

Holy Might

- Learned at Level 1
- Effect: +20 to melee attack rating of target

Mass Heal

- Learned at Level 10
- Effect: Heals all nearby allies

Paladin

- Cost to Hire: 1,000 gold
- Attack: Melee
- Weapon: Blade
- Armor: Steel
- Movement Speed: 3.0
- Melee Protection: 40
- Ranged Protection: 20
- Magic Protection: 10

Paladins are fearsome and able warriors. Paladins can be hired from the Temple to Dauros or by promoting a Warrior. They retain many of their Warrior abilities, but they gain protective spells and an attack bonus against the undead. In addition to being great melee fighters, Paladins can cast Holy Patronage, which increases all the target's protections by 25. At Level 10, they learn Holy Strike, which does five times their base damage and deals the damage as magic damage instead of melee damage.

Paladins do not like Priestesses of Krypta and will attack their summoned undead.

Paladin Abilities

Taunt

- Learned at Level 1
- Effect: 1.5x damage, causes target to attack Paladin

Crushing Blow

- Learned at Level 1
- Effect: 3x damage

Aura of Holiness

- Learned at Level 1
- Effect: 5x damage to undead

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Holy Patronage
- Learned at Level 5
- Effect: +25 to all damage protections

Holy Strike
- Learned at Level 10
- Effect: 5x damage, does magic damage instead of melee

Blademaster

- Cost to Hire: 1,000 gold
- Attack: Melee
- Weapon: Blade
- Armor: Steel
- Movement Speed:
- Melee Protection: 20
- Ranged Protection: 30
- Magic Protection: 0

The strongest melee fighter in the kingdom, the Blademaster can be hired at the Temple to Krolm or by promoting a Warrior. Blademasters retain most of their Warrior abilities and gain two very devastating Whirlwind attacks, during which the Blademaster spins in a circle, damaging all enemies within melee range. Blademasters gain a tremendous damage bonus when equipped with an expert-class blade.

Blademaster Abilities

Taunt
- Learned at Level 1
- Effect: 1.5x damage, causes target to attack Blademaster

Crushing Blow
- Learned at Level 1
- Effect: 3x damage

Maiming Blow
- Learned at Level 5
- Effect: 5x damage

Whirlwind
- Learned at Level 5
- Effect: 2x damage and knock-back to all nearby enemies

Whirlwind of Blades
- Learned at Level 10
- Effect: 3x damage and knock-back to all nearby enemies

Beastmaster

- Cost to Hire: 1,000 gold
- Attack: Ranged
- Weapon: Ranged
- Armor: Leather
- Movement Speed: 3.5
- Melee Protection: 20
- Ranged Protection: 10
- Magic Protection: 10

Beastmasters become available when you build a Temple to Fervus. They can be hired from the temple itself, or you can promote a Ranger. Beastmasters are capable ranged fighters, but their real strength is in their mastery over beasts. Beastmasters can summon wolves and bears that are tougher than their counterparts found in the wild. Beastmasters also have some passive abilities that improve the statistics of their summoned creatures, increasing their attack abilities and regenerating their health over time.

Beastmaster Abilities

Hunter's Shot
- Learned at Level 1
- Effect: 4x damage to beasts

Accurate Shot
- Learned at Level 1
- Effect: 3x damage

Summon Wolf
- Learned at Level 1
- Effect: Summons Wolf of Fervus

WOLF OF FERVUS
- Level: 5
- Hit Points: 300
- Attack: 20 (melee)
- Melee Protection: 10

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- Ranged Protection: 0
- Magic Protection: 10

Feral Vitality
- Learned at Level 1
- Effect: Nearby friendly animals regenerate hit points over time

Feral Wrath
- Learned at Level 5
- Effect: +10 to attack of nearby friendly animals, also increases target's movement speed

Stone Head
- Learned at Level 5
- Effect: Target cannot be stunned

Summon Bear
- Learned at Level 10
- Effect: Summons Chaos Bear

CHAOS BEAR

- Level: 10
- Hit Points: 900
- Attack: 30 (melee)
- Melee Protection: 75
- Ranged Protection: 5
- Magic Protection: 20

Archer of Helia

- Cost to Hire: 1,000 gold
- Attack: Ranged
- Weapon: Ranged
- Armor: Leather
- Movement Speed:
- Melee Protection: 15
- Ranged Protection: 15
- Magic Protection: 20

Archers of Helia are the best ranged fighters available. Drawing on the power of the sun for their strength, Archers of Helia retain their Ranger abilities and gain several new devastating attacks, including Sun Arrow (which does double damage to all enemies in its range of effect) and Fatal Shot (which does five times the Archer's base damage to a single target). Archers of Helia can be hired directly from the temple, or you can promote a Ranger. They get a significant attack rating increase from expert-class ranged weapons.

Archer of Helia Abilities

Hunter's Shot
- Learned at Level 1
- Effect: 4x damage to beasts

Accurate Shot
- Learned at Level 1
- Effect: 3x damage

Weakening Shot
- Learned at Level 5
- Effect: 1.5x damage, decreases target's melee attack rating

Fatal Shot
- Learned at Level 5
- Effect: 5x damage

Sun Arrow
- Learned at Level 10
- Effect: 2x damage to all enemies in range of attack

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Hero Equipment and Items

Your heroes gain a small increase in their attack and their hit points with each level. But their other stats, such as their protection ratings, do not increase on their own. But without better protection ratings, and without higher attack bonuses than those provided with each level, your heroes won't be able to survive against the higher-level enemies they encounter.

To achieve the higher ratings and bonuses, you must research a variety of items at the various establishments in your towns. Marketplaceplaces sell a variety of trinkets that can provide small bonuses and other benefits. Magic Bazaars sell powerful elixirs that increase your characters' statistics. And, perhaps most importantly, you have your Blacksmith, where you can research better weapons and armor for your heroes.

In many cases, the money you spend on research will be recouped as the items are sold to your heroes. But even when the selling price can't make up the research cost, the benefits to your heroes more than make up for any expenses incurred.

Marketplaceplace Items

Your Marketplaceplace provides most of your kingdom's income, primarily through the income from Trading Posts. But you can also earn a good deal of gold from the potions and protective items that can be researched and sold to your heroes. Though the items sold at the Marketplaceplace aren't as powerful as the items sold at other vendors, they can be used by all heroes and, in general, have a much lower research cost.

Health Potion

- **Available At: Marketplaceplace Level 1**
- **Research Cost: 150 gold**
- **Selling Price: 20 gold each**
- **Effect: Restores hit points**

Health potions should be the first item you research. They are essential for the survival of your heroes, especially at low levels. Health potions restore a small number of hit points, allowing your heroes to stay in battle longer before they must return to their guild or an Inn to heal. As your heroes reach higher levels, health potions become somewhat less vital, especially when there are high-level Clerics around to heal. But they are still useful, and your heroes will usually keep a full stock of health potions in their inventory. They can carry up to five health potions at a time (Elves can carry up to 10). Health potions cost 150 gold to research, and heroes pay 20 gold each to purchase them at the Marketplace. At 100 gold for a full batch of five potions, they are a good steady stream of profit, especially at the beginning of a mission or match when gold is more scarce.

Mana Potion

- **Available At: Marketplace Level 1**
- **Research Cost: 300 gold**
- **Selling Price: 20 gold each**
- **Effect: Restores mana**

Like the health potion, mana potions are available to research when you first build your Marketplace. Research is pricier; mana potions cost twice as much as health potions to complete the initial research required to sell them. Mana potions restore a potion of your heroes' mana. They are only available to heroes who actually use mana, which in earlier levels means only Mages and Clerics. Because of this limited demand, and because they sell for the same price as health potions, mana potions don't generate quite as much gold for your kingdom. They allow your spellcasters to fight for longer before they need to run back to an Inn or a guild to rest. And this is especially valuable because Mages are among your most powerful heroes and Clerics keep your other heroes up and fighting, which gives them more gold to spend and donate to their guild.

Amulet of Regeneration

- **Available At: Marketplace Level 1**
- **Research Cost: 250 gold**
- **Selling Price: 300 gold**
- **Effect: Regenerates hit points**

When worn by a hero, the Amulet of Regeneration slowly restores hit points at a constant rate. Not only does this have the obvious benefit of allowing heroes to slowly heal and continue fighting without the need to

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return to their guild or an Inn to rest, it also provides extra protection against status conditions that cause damage over time, such as Plague or Poison. Amulets of Regeneration have an instant profit: They cost 250 gold to research, and each amulet sells for 300 gold. A hero only needs one, but every hero will buy one once they have the money, so you can make a good, if finite, amount of gold by offering amulets for sale.

Ring of Protection

- **Available At: Marketplace Level 2**
- **Research Cost: 500 gold**
- **Selling Price: 100 gold**
- **Effect: +3 melee protection, +3 ranged protection, +3 magic protection**

The Ring of Protection is available for research after you upgrade your Marketplace to Level 2. Rings of Protection add a small bonus to all three types of attack protection. Because your heroes' protection ratings can only be increased with equipment, every item that adds to these bonuses is useful. As with Amulets of Regeneration, each hero only needs one Ring of Protection because its bonus is permanent. Rings of Protection offer a less immediate profit, requiring you to sell five of them just to make up the research cost.

Expert Amulet of Protection

- **Available At: Marketplace Level 3**
- **Research Cost: 1,000 gold**
- **Selling Price: 300 gold**
- **Effect: +10 melee protection, +10 ranged protection, +10 magic protection**

The Expert Amulet of Protection costs a fair amount to research, and it cannot be researched until your Marketplace has been upgraded to Level 3. Its effects are significant, though. It adds 10 points to a hero's protection rating against all three types of damage. Even better, the effect stacks with the Ring of Protection, so a hero wearing both will gain a total point bonus of 13 to all protections. The Expert Amulet of Protection can be worn with an Amulet of Regeneration.

Weapons and Armor

All weapons and armor are researched and sold at the Blacksmith. There are three classifications for armor: Steel, leather, and cloth. There are also three classification for weapons: Blades, ranged, and magic. Each type of armor and weapon has four increasingly effective versions. Your characters start with basic weapons and armor. This equipment has no special bonuses. To access the more effective equipment, you must build a Blacksmith. At a Level 1 Blacksmith, you can research and sell improved weapons and armor. At a Level 2 Blacksmith (which requires you to have built a Level 2 Royal Palace), you can research and sell masterwork weapons and armor. The final, and best, type of equipment is made up of expert weapons and armor. To research expert equipment, you must have a Level 3 Blacksmith, which requires you to have built a Level 3 Royal Palace.

Unlike other items for sale, equipment does not have the same effect for all heroes. Each hero class gets unique damage protection bonuses from their armor and weapons. In the lists below, you can see how each class of weapon and armor benefits the different hero classes that can purchase that equipment.

Steel Armor

Steel armor can only be purchased and equipped by Warriors, Paladins, Blademasters, and Dwarves. Steel armor typically provides more protection against melee damage and less protection against magic damage, though this is not true for Dwarves, who receive good protection bonuses against all types of damage from steel armor.

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Improved Steel Armor

- Available At: Blacksmith Level 1
- Research Cost: 250 gold
- Selling Price: 30 gold
- Protection Bonuses (melee/ranged/magic):

Warriors: +35/+20/+5

Dwarves: +30 /+40 /+40

Paladins: +55/+30/+15

Blademasters: +30/+40/+10

Masterwork Steel Armor

- Available At: Blacksmith Level 2
- Research Cost: 1,000 gold
- Selling Price: 70 gold
- Protection Bonuses (melee/ranged/magic):

Warriors: +55/+35/+10

Dwarves: +40/+55/+55

Paladins: +70/+45/+25

Blademasters: +40/+60/+20

Expert Steel Armor

- Available At: Blacksmith Level 3
- Research Cost: 3,000 gold
- Selling Price: 100 gold
- Protection Bonuses (melee/ranged/magic):

Warriors: +75/+50 /+25

Dwarves: +50/+75/+75

Paladins: +95/+60/+35

Blademasters: +55/+80/+35

Leather Armor

Leather armor can be purchased and used by more hero types than any other armor. It is used by Ranger-class heroes, including Archers of Helia and Beastmasters, and is also used by Rogues and Elves. The benefits of leather armor vary a great deal from class to class. Elves get a great amount of magic protection, while Rangers get much less. Rogues get a great deal of ranged damage protection, while Archers of Helia and Beastmasters get a more balanced set of bonuses.

Improved Leather Armor

- Available At: Blacksmith Level 1
- Research Cost: 250 gold
- Selling Price: 30 gold
- Protection Bonuses (melee/ranged/magic):

Rangers: +20/+20/+10

Elves: +5/+25/+50

Rogues: +15/+45/+20

Archers of Helia: +20/+25/+35

Beastmaster: +30/+20/+20

Masterwork Leather Armor

- Available At: Blacksmith Level 2
- Research Cost: 1,000 gold
- Selling Price: 70 gold
- Protection Bonuses (melee/ranged/magic):

Rangers: +30/+35/+25

Elves: +10/+40/+70

Rogues: +25/+65/+40

Archers of Helia: +25/+40/+55

Beastmasters: +45/+35/+30

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Expert Leather Armor

- Available At: Blacksmith Level 3
- Research Cost: 3,000 gold
- Selling Price: 100 gold
- Protection Bonuses (melee/ranged/magic):

Rangers: +45/+55/+40

Elves: +20/+60/+90

Rogues: +40/+90/+50

Archers of Helia: +35/+55/+80

Beastmasters: +65/+55/+40

Cloth Armor

Cloth armor is used by fewer hero classes than steel or leather armor. Only spellcasting heroes can purchase and equip cloth armor: Clerics, Mages, Priestesses of Agrela, and Priestesses of Krypta. It is precisely these heroes that need armor the most. In most cases, cloth armor provides the most protection against magic damage, and much less protection against melee and ranged damage. For Priestesses of Krypta, however, cloth armor provides more balanced protection for all three types of damage. Mages, who have no ranged or melee protection with basic cloth armor, receive only a slight boost from cloth armor, but they do receive a significant increase in magic protection from their armor.

Improved Cloth Armor

- Available At: Blacksmith Level 1
- Research Cost: 250 gold
- Selling Price: 30 gold
- Protection Bonuses (melee/ranged/magic):

Clerics: +10/+10/+30

Mages: +5/+5/+20

Priestesses of Agrela: +20/+15/+45

Priestesses of Krypta: +20/+30/+20

Masterwork Cloth Armor

- Available At: Blacksmith Level 2
- Research Cost: 1,000 gold
- Selling Price: 70 gold
- Protection Bonuses (melee/ranged/magic):

Clerics: +20/+20/+50

Mages: +15/+15/+40

Priestesses of Agrela: +30/+25/+65

Priestesses of Krypta: +30/+45/+35

Expert Cloth Armor

- Available At: Blacksmith Level 2
- Research Cost: 3,000 gold
- Selling Price: 100 gold
- Protection Bonuses (melee/ranged/magic):

Clerics: +35/+35/+70

Mages: +30/+30/+60

Priestesses of Agrela: +50/+35/+85

Priestesses of Krypta: +40/+70/+50

Blades

Like steel armor, blades are used by your melee-class heroes. This includes all of the heroes who wear steel armor, as well as Rogues. As with armor, heroes receive different attack bonuses from improved weapons. With blades, Warriors only receive a moderate bonus to attack from improved weaponry, while Blademasters, as their name implies, benefit the most from a well-crafted blade.

Improved Blades

- Available At: Blacksmith Level 1
- Research Cost: 250 gold
- Selling Price: 30 gold
- Attack Bonus (melee):

Warriors: +4

Dwarves: +7

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Rogues: +6

Paladins: +8

Blademasters: +11

Masterwork Blades

- Available At: Blacksmith Level 2
- Research Cost: 1,000 gold
- Selling Price: 70 gold
- Attack Bonus (melee):

Warriors: +10

Dwarves: +18

Rogues: +17

Paladins: +23

Blademaster: +11

Expert Blades

- Available At: Blacksmith Level 3
- Research Cost: 3,000 gold
- Selling Price: 100 gold
- Attack Bonus (melee):

Warriors: +20

Dwarves: +35

Rogues: +35

Paladins: +45

Blademaster: +65

Ranged Weapons

Ranged weapons are equipped by most of the leather-armor–wearing hero classes. The exception is the Rogue, who uses a blade instead of a bow. Rangers receive the lowest attack bonus from improved weaponry, while Archers of Helia receive the greatest. The latter hero class gains a huge attack bonus when equipped with an expert ranged weapon.

Improved Ranged Weapons

- Available At: Blacksmith Level 1
- Research Cost: 250 gold
- Selling Price: 30 gold
- Attack Bonus (ranged):

Rangers: +5

Elves: +11

Archers of Helia: +11

Beastmasters: +2

Masterwork Ranged Weapons

- Available At: Blacksmith Level 2
- Research Cost: 1,000 gold
- Selling Price: 70 gold
- Attack Bonus (ranged):

Rangers: +13

Elves: +32

Archers of Helia: +34

Beastmasters: +6

Expert Ranged Weapons

- Available At: Blacksmith Level 3
- Research Cost: 1,000 gold
- Selling Price: 100 gold
- Attack Bonus (ranged):

Rangers: +25

Elves: +60

Archers of Helia: +65

Beastmasters: +12

Elves do both ranged and magic damage, but new weaponry only adds a bonus to their ranged attack. Elves cannot equip magic weapons.

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Magic Weapons

Magic weapons are used by your spellcasting classes to perform their basic attacks, but the benefits of the damage bonus applies to all their attacks, including spells such as the Mage's Fireball. Because spellcasters are typically support units that provide much more than just firepower, their weapons aren't quite as powerful as ranged weapons or blades. The one exception is the Mage, who gets great bonuses to his magic attack from upgraded weaponry.

Improved Magic Weapon

- **Available At: Blacksmith Level 1**
- **Research Cost: 250 gold**
- **Selling Price: 30 gold**
- **Attack Bonus (magic):**

Clerics: +4

Mages +11

Priestesses of Agrela: +4

Priestesses of Krypta: +8

Masterwork Magic Weapon

- **Available At: Blacksmith Level 2**
- **Research Cost: 1,000 gold**
- **Selling Price: 70 gold**
- **Attack Bonus (magic):**

Clerics: +10

Mages: +34

Priestesses of Agrela: +10

Priestesses of Krypta: +23

Expert Magic Weapon

- **Available At: Blacksmith Level 3**
- **Research Cost: 3,000 gold**
- **Selling Price: 100 gold**
- **Attack Bonus (magic):**

Clerics: +20

Mages: +65

Priestesses of Agrela: +20

Priestesses of Krypta: +45

Elixirs

Elixirs are powerful potions that increase your heroes' protection bonuses, attack ratings, and movement speed. Elixirs are fairly expensive to research, but they can provide a good deal of income once your heroes can afford to buy them in bulk. Each elixir costs 50 gold to purchase, and your heroes can hold up to five of them at a time. All elixirs are researched and sold at the Magic Bazaar.

Antimagical Elixir

- **Research Cost: 1,000 gold**
- **Selling Price: 50 gold**
- **Effect: +20 magic protection**

Elixir of Stone Skin

- **Research Cost: 1,000 gold**
- **Selling Price: 50 gold**
- **Effect: +20 melee protection**

Elixir of Tortoise Shell

- **Research Cost: 1,000 gold**
- **Selling Price: 50 gold**
- **Effect: +20 ranged protection**

Elixir of True Aim

- **Research Cost: 2,000 gold**
- **Selling Price: 50 gold**
- **Effect: +5 to ranged attack**

Elixir of Ogre Strength

- **Research Cost: 2,000 gold**
- **Selling Price: 50 gold**
- **Effect: +5 to melee attack**

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Elixir of Snake Wisdom

- **Research Cost: 2,000 gold**
- **Selling Price: 50 gold**
- **Effect: +5 to magic attack**

Elixir of Rabbit Speed

- **Research Cost: 1,500 gold**
- **Selling Price: 50 gold**
- **Effect: 1.5x movement speed bonus**

Weapon Enhancements

In addition to new weapons, your heroes can purchase enhancements for the weapons they already own. There are two such enhancements: Enchantments and Poison Oil.

Magical Weapons

- **Available At: Wizards Guild Level 1**
- **Research Cost: 300 gold**
- **Selling Price: 100 gold**
- **Bonus: +5 to attack**

Magical enhancements for your weapons can be researched at the Wizards Guild. Once you've complete research, your heroes can stop by the guild to have a magical bonus added to the weapon they are carrying. The enhancement adds +5 to the hero's attack rating and can be applied to any weapon. The effect is permanent for that weapon, but must be repurchased if the hero purchases an upgraded weapon.

Poison Oil

- **Available At: Rogues Guild Level 1**
- **Research Cost: 300 gold**
- **Selling Price: 100 gold**
- **Bonus: Burning poison**

Poison Oil can be researched and purchased at the Rogues Guild. Poison Oil is then applied to their weapon, so that it has a chance of adding the Burning Poison effect to monsters during battle. Burning Poison continually causes damage to the target until the effect wears off. Poison Oil is sold in bulk, so that a single purchase is all a hero needs.

Your Majesty's Spells and Items

Your heroes aren't the only ones with access to powerful magic and items. You also have spells that can be researched at the various guilds and temples, which can directly damage enemy creatures and buildings or greatly benefit your heroes. There are also Great Artifacts that are found throughout the single-player campaign. These artifacts have a powerful effect but rarely can be used.

Spells

Each of your spells has a research cost, and to cast these spells you must spend some gold from your treasury. Once you've researched a spell, it appears above the information bar at the bottom center of the screen. To cast a spell, click on the icon and then click on the target (if applicable).

Call to Arms

- **Available At: Warriors Guild Level 1**
- **Research Cost: 300 gold**
- **Casting Price: 250 gold**

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Unlike other spells, the Call to Arms is not cast from the regular spell icons. Instead, it is cast from the Warriors Guild itself. This is because the Call to Arms is not an average spell. Instead of directly affecting a creature or your heroes, it calls three Squires, Warriors in training, from the guild to fight any creatures attacking your town. Squires are not particularly strong, and so they are best against lower-level threats or as disposable fighters against more dangerous enemies.

Squires have the following statistics:

- **Hit Points: 230**
- **Attack: 14 (melee)**
- **Melee Protection: 10**
- **Ranged Protection: 5**
- **Magic Protection: 0**

Eagle's Eye

- **Available At: Rangers Guild Level 1**
- **Research Cost: 150 gold**
- **Casting Price: 250 gold**

Eagle's Eye can be researched at the Rangers Guild. It temporarily increases a Ranger's range of vision, allowing them to reveal more of the map as they explore.

Extortion

- **Available At: Rogues Guild Level 1**
- **Research Cost: 100 gold**
- **Casting Price: Special**

Extortion is researched at the Rogues Guild. It is an excellent way to get a large amount of gold quickly, provided you don't mind losing a bit of your tax revenue. Extortion calls upon the Rogues Guild to immediately collect all the gold awaiting collection in your kingdom, and deposit it directly into your coffers. There is no casting cost, but the guild takes a small percentage of the total as its fee.

Grab Grass

- **Available At: Elven Bungalow Level 2**
- **Research Cost: 500 gold**
- **Casting Price: 500 gold**

This spell is similar to the Elves' Roots ability. It temporarily holds a single enemy target in place, rendering it immobile. Enemies affected by Grab Grass can still attack any targets within melee range.

Lightning Bolt

- **Available At: Wizards Guild Level 1**
- **Research Cost: 200 gold**
- **Casting Price: 250 gold (minimum)**

Lightning Bolt is a simple damage spell that affects a single enemy unit or building. It is researched at the Level 1 Wizards Guild. The base cost for casting Lightning Bolt is 250 gold, but this cost increases the farther your target is from your Wizards Guild.

Holy Shield

- **Available At: Temple to Dauros**
- **Research Cost: 500 gold**
- **Casting Price: 500 gold**
- **Effect: Increases a single friendly target's damage protection**

This powerful spell is researched at the Temple to Dauros, where you hire Paladins. It can be cast only be cast on a single hero at a time, and it increases all its target's damage protections to 100.

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Ice Prison

- **Available At: Wizards Guild Level 2**
- **Research Cost: 1,000 gold**
- **Casting Price: 750 gold**
- **Effect: Prevents a single enemy target from moving or attacking**

The Ice Prison spell temporarily renders a single enemy target completely immobile, preventing the target from moving or attacking. To research Ice Prison, you must have a Wizards Guild that has been upgraded to Level 2.

Plague and Ravage

- **Available At: Temple to Krypta**
- **Research Cost: 500 gold**
- **Casting Price: 500 gold**

Available from the Temple to Krypta, where Priestesses of Krypta are hired, this spell affects a single enemy target, temporarily decreasing its attack rating by 10.

Resurrection

- **Available At: Temple to Agrela**
- **Research Cost: 1,000 gold**
- **Casting Price: 750 gold**

This powerful spell instantly resurrects any dead hero that has not yet been sent to the graveyard. It is more effective than resurrecting from the graveyard for two reasons: It is, in most cases, less expensive. And it resurrects them exactly where they died, allowing them to more quickly get back into action. Resurrection is best used for higher-level characters, whose resurrection from the graveyard can be quite costly. To resurrect a hero, either select the spell then click on the headstone that appeared where he or she died, or select the spell then click on the hero's portrait, which will be a skull and crossbones.

Sacred Heal

- **Available At: Clerics Guild Level 1**
- **Research Cost: 150 gold**
- **Casting Price: 250 gold**

Sacred Heal is researched from the Level 1 Clerics Guild. It is a simple healing spell that restores a moderate number of hit points to a single friendly target.

Shield of Chaos

- **Available At: Temple to Fervus**
- **Research Cost: 500 gold**
- **Casting Price: 500 gold**

This protection spell, researched at the Temple to Fervus, grants a great deal of protection to all the heroes in your kingdom. When cast, it adds 50 to all heroes' magic protection. This effect stacks with other protection bonuses.

Stone Incantation

- **Available At: Dwarven Settlement Level 1**
- **Research Cost: 300 gold**
- **Casting Price: 750 gold**

A healing spell for buildings, Stone Incantation allows you to quickly restore a portion of a building's hit points. This is especially useful with towers and Trading Posts far from your kingdom that are in danger of being destroyed more quickly than your heroes can get there to defend them.

Stroke of the Sun

- **Available At: Temple to Helia**
- **Research Cost: 500 gold**
- **Casting Price: 1,000 gold**

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Stroke of the Sun is a direct damage spell that can be researched at the Temple to Helia, where you hire Archers of Helia. Stroke of the Sun does a good amount of damage to a single enemy unit or building.

Thunderstorm

- **Available At: Wizards Guild Level 3**
- **Research Cost: 2,000 gold**
- **Casting Price: 1,000 gold (minimum)**

The most powerful of your direct damage spells, Thunderstorm can be researched at the Wizards Guild after it has been upgraded to Level 3. Thunderstorm does a great deal of damage to all targets in its area of effect. As with Lightning Bolt, Thunderstorm costs more gold the farther it is cast from your Wizards Guild.

Wrath of Krolm

- **Available At: Temple to Krolm**
- **Research Cost: 500 gold**
- **Casting Price: 1,000 gold**

This incredibly powerful spell is researched at the Temple to Krolm. It temporarily increases the attack rating of all your heroes by 10, as well as giving them a 50 percent bonus to their movement speed.

Great Artifacts

Great Artifacts are acquired by defeating the more powerful enemies your encounter in Ardania. There are four artifacts available. Each has a powerful effect, but they must be used sparingly. After using an artifact, you must wait approximately three days of game time before you are able to use one again.

Orb of Sidrian

This artifact is gained by completing the single-player mission Mortal Foibles of Kings. Using Orb of Sidrian gives a boost to your kingdom's economy, temporarily increasing tax revenue.

Mantle of Teevus

This artifact is your reward for defeating the King Rat in the single-player mission The Royal Feat. When used, all your heroes begin slowly regenerating health. This artifact can be a great help during boss battles.

The Sceptre of Sidrian

Earned by completing the single-player mission Eternal Love, the Sceptre of Sidrian does a great deal of direct damage to any enemies unlucky enough to be caught in its huge target area.

The Crown of Ardania

The Crown of Ardania is only available in the final mission of the single-player campaign, Return of His Majesty. When used, the crown summons the Spirit of the Kings to fight the Baron of Logic. The Spirit of the Kings is a powerful Level 30 ally with the following statistics:

- **Level: 30**
- **Hit Points: 25,000**
- **Attack: 65 (melee)**
- **Melee Protection: 195**
- **Ranged Protection: 110**
- **Magic Protection: 60**

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Beasts
Bear
Bearman
Dire Rat
Great Bear
Old Wolf
Rat
Ratman
Werewolf
Wolf
Undead
Magical Creatures
Lairs

Monsters

Ardania is populated with dangerous creatures that roam the land, attacking your towns and your people. Your heroes encounter numerous beasts and monsters through their travels, and it's helpful to know their strengths and weakness in advance.

Enemies are broken into three types: Beasts, magical creatures, and undead. All types of enemies have the same basic statistics. A creature's level gives you a fairly good idea of how tough your heroes need to be to face it. A group of heroes at a slightly lower level than the creature should be able to kill it. A single hero at a higher level than the creature, especially with good weapons and armor, may be able to win a one-to-one fight. There are exceptions to this: Some creatures have very high protection against certain types of damage. These creatures tend to be very tough, so they can often make short work of a higher-level hero. Each monster has three types of protection: Melee, ranged, and magic, These ratings can give you a good idea of which type of hero is best suited to fighting that monster.

Though certain monsters have high resistance to a particular damage type, a well-balanced group of heroes is always a good idea. For instance, if your Warriors aren't doing much damage, they can still use their Taunt ability to keep a tough enemy occupied while your other heroes do the real damage. And Clerics are always good to have around to heal hurt heroes, even if magic damage doesn't have much effect on the target.

A creature's attack rating lets you know how much damage it does with every successful hit, while the number of hit points lets you know how much damage your heroes need to do before the enemy is killed. When a monster is killed, the gold it carries is divvied up among nearby heroes. This reward is in addition to any bounty you have placed with an Attack Flag. Finally, some monsters have special abilities, which range from the ability to cause disease or stun your heroes, to a complete immunity to heroes' special abilities.

Beasts

Beasts are primarily made up of familiar animals, such as bears, wolves, and rats. There are also several enemies in the beasts category that are among the toughest you'll face. In most cases, beasts have good protection against melee attacks, moderate to good protection against magic attacks, and little to no protection against ranged attacks. Beasts' susceptibility to ranged attacks makes Rangers the best hero for dealing with them, though your other classes will still play important support roles in the battle.

Bear

- **Level: 10**
- **Lair: Bear Den**
- **Hit Points: 180**
- **Attack: 12**
- **Melee Protection: 30**
- **Ranged Protection: 0**
- **Magic Protection: 20**
- **Gold: 75**
- **Special: None**

Bears are a fairly tough enemy for low-level heroes. Though they don't have a strong attack, they are resilient and have good protection against melee attacks. They have absolutely no protection against ranged attacks, making them an easy target for Rangers, especially Rangers with the Hunter's Shot ability.

Bearman

- **Level: 20**
- **Lair: Bearmen Den**
- **Hit Points: 3,000**
- **Attack: 150 (melee), 200 (magic)**
- **Melee Protection: 100**
- **Ranged Protection: 20**
- **Magic Protection: 50**
- **Gold: 150**
- **Special: Firmness, Regeneration**

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Beasts
- Bear
- Bearman
- Dire Rat
- Great Bear
- Old Wolf
- Rat
- Ratman
- Werewolf
- Wolf

Undead
Magical Creatures
Lairs

Bearmen are one of the toughest enemies your heroes will face. They have a large number of hit points and do a great deal of both melee and magic damage. They have great protection against magic attacks, and the highest possible protection against melee attacks. Like all beasts, their biggest weakness is their relatively low protection against ranged attacks. Bearmen also have the Firmness bonus, making them immune to your heroes' special abilities. Bearmen also regenerate health, which means taking one down can take a long time. If your heroes are less than Level 10 or so, you want to stay as far away from bearmen and their den as possible. A large group of Level 10 or above heroes, though, should be able to take down a bearman or two.

Dire Rat

- **Level: 5**
- **Lair: Sewer**
- **Hit Points: 90**
- **Attack: 10 (melee)**
- **Melee Protection: 10**
- **Ranged Protection: 0**
- **Magic Protection: 5**
- **Gold: 10**
- **Special: Plague**

Dire rats are a tougher version of the standard rats that emerge from your Sewers. Dire rats typically don't appear until your town has grown to a moderate size. They can be dangerous opponents for very low-level heroes, because they can cause plague, which slowly damages your hero over time. Unless your heroes have some health potions on hand, they can find themselves overwhelmed by this damage before they can make it to the safety of their guild or an Inn. Dire rats become less of a problem once your heroes have some experience, but are a constant nuisance in every town once it has grown to a moderate size.

Great Bear

- **Level: 15**
- **Lair: Bear Den**
- **Hit Points: 480**
- **Attack: 48 (melee)**
- **Melee Protection: 50**
- **Ranged Protection: 0**
- **Magic Protection: 30**
- **Gold: 75**
- **Special: None**

Great bears are significantly tougher opponents than the standard bears you encounter. They are also more rare. Great bears are distinguished from other bears by their black coats. They have slightly more protection from melee and magic attacks but, like other bears, they have no protection against ranged attacks.

Old Wolf

- **Level: 10**
- **Lair: Wolves' Den**
- **Hit Points: 160**
- **Attack: 12 (melee)**
- **Melee Protection: 20**
- **Ranged Protection: 0**
- **Magic Protection: 20**
- **Gold: 25**
- **Special: None**

Old wolves, like great bears, are much stronger versions of more commonly found creatures. Old wolves are differentiated from regular wolves by their larger size and gray fur. They have better melee and magic protection than wolves, and a more damaging melee attack. Old wolves can be very deadly against low-level characters, especially those traveling alone.

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Beasts
- Bear
- Bearman
- Dire Rat
- Great Bear
- Old Wolf
- Rat
- Ratman
- Werewolf
- Wolf

Undead

Magical Creatures

Lairs

Rat

- Level: 1
- Lair: Sewer
- Hit Points: 45
- Attack: 5 (melee)
- Melee Protection: 5
- Ranged Protection: 0
- Magic Protection: 0
- Gold: 10
- Special: None

Once your town has a few buildings, a Sewer appears. Sewers produce rats that, though they are the weakest opponent you face, remain a nuisance throughout every mission. Their home, the Sewer, is indestructible, so rats tend to be everywhere. Luckily, they are so weak that a Guardhouse near a Sewer is a more than adequate solution. Just make sure you watch for rampant rats taking out your peasants' houses, or even your larger structures. They don't do much damage, but a large group of them can gnaw through a building if you leave them alone for too long.

Ratman

- Level: 10
- Lair: Sewer
- Hit Points: 120
- Attack: 12 (melee)
- Melee Protection: 15
- Ranged Protection: 5
- Magic Protection: 10
- Gold: 25
- Special: Plague

Unlike their tiny counterparts, ratmen can actually pose a bit of a problem. They don't appear until your town has grown quite large. They are Level 10, and so they won't pose too much of a threat to your heroes by the time they appear, but they do, however, pose a problem for your town. If left unchecked, they can do some significant damage to your buildings. When ratmen appear in town, you want to upgrade your defensive infrastructure to include Wizard's Towers or Dwarven Towers. Like dire rats, ratmen can give your characters plague, slowly reducing their health until the effect has worn off.

Werewolf

- Level: 15
- Lair: Hermit's House
- Hit Points: 3,000
- Attack: 100 (melee)
- Melee Protection: 75
- Ranged Protection: 10
- Magic Protection: 30
- Gold: 150
- Special: Firmness, Regeneration, Lycanthropy

Werewolves are, next to bearmen, the toughest of the beasts. With significant melee attack and high protection against melee damage, they can tear through a group of heroes fairly quickly if you aren't careful. Werewolves have moderate protection against magic attacks, and low protection against ranged attacks. Like bearmen, they are immune to special abilities and regenerate health over time. Werewolves should be avoided until your heroes reach Level 10 or so, at which point hunting them down and destroying their home, the Hermit's House, should be a high priority. Werewolves have the ability to give your characters lycanthropy, which temporarily increases their melee attack by 5 while lowering their magic resistance by 25.

Wolf

- Level: 5
- Lair: Wolves' Den
- Hit Points: 60
- Attack: 5 (melee)
- Melee Protection: 10
- Ranged Protection: 0
- Magic Protection: 10
- Gold: 25
- Special: None

Though they may be more physically intimidating, wolves aren't much tougher than dire rats. Wolves are dangerous only to very low-level characters, but even a group of Level 1 or Level 2 characters, provided there is a Cleric nearby, can deal with them without much trouble.

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Beasts
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Ghost
Lich
Skeleton
Skeleton Archer
Skeleton Sniper
Vampire
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Attacking wolves and their home, the Wolves' Den, can be a good way for newly hired heroes to gain some experience before taking on more dangerous enemies.

Undead

The reanimated dead are some of the most common foes your heroes will face. Skeletons, in particular, are everywhere in Ardania, rising up from the graveyards that dot the land outside your towns. Undead enemies are primarily dangerous because of their number. Though you occasionally fight them one to one, undead tend to travel in groups. With only one exception, undead enemies have no protection against magic attacks, making them vulnerable to Mages and, especially, Clerics with the Holy Attack ability. The one exception to this rule is the vampire, the most dangerous of the undead monsters, who has high protection against magic attacks.

Ghost

- **Level: 10**
- **Lair: Crypt, Portal of the Dark**
- **Hit Points: 180**
- **Attack: 24 (melee)**
- **Melee Protection: 50**
- **Ranged Protection: 90**
- **Magic Protection: 0**
- **Gold: 75**
- **Special: None**

Ghosts are relatively rare creatures and tend to travel in fairly large groups, haunting the area near their Crypts. Ghosts are well protected against ranged attacks and moderately protected against melee attacks.

Lich

- **Level: 15**
- **Lair: Crypt, Portal of the Dark**
- **Hit Points: 200**
- **Attack: 60 (magic)**
- **Melee Protection: 25**
- **Ranged Protection: 60**
- **Magic Protection: 0**
- **Gold: 75**
- **Special: Mass Stun**

Liches are among the most dangerous of the undead, and they are particularly deadly if encountered when your heroes are at lower levels. Their powerful magic attack can do major damage to Warriors and Rangers without upgraded armor, and their Mass Stun ability can be dangerous. Lichs have good protection against ranged attacks and low protection against melee attacks. Like most undead, they have no protection against magic attacks, so Clerics with the Holy Attack ability can make short work of them.

Skeleton

- **Level: 5**
- **Lair: Ancient Graveyard, Portal of the Dark**
- **Hit Points: 60**
- **Attack: 12 (melee)**
- **Melee Protection: 0**
- **Ranged Protection: 55**
- **Magic Protection: 0**
- **Gold: 25**
- **Special: None**

The most common of the undead enemies, skeletons are somewhat dangerous when you're first getting your town up and running. Low-level heroes cannot take them one to one, though a small group of newly hired heroes can manage against a few skeletons. Skeletons are vulnerable to both melee and magic attacks, but have good protection against ranged attacks.

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Caution

Skeletons and, to a lesser extent, other undead can become a persistent threat if any of your heroes is killed. When a graveyard appears in town, it produces skeletons and, as time goes on, it can produce higher-level undead. Like Sewer entrances, graveyards in your town cannot be destroyed.

Skeleton Archer

- Level: 5
- Lair: Ancient Graveyard, Portal of the Dark
- Hit Points: 45
- Attack: 24 (ranged)
- Melee Protection: 0
- Ranged Protection: 50
- Magic Protection: 0
- Gold: 25
- Special: None

Skeleton archers, like their melee-weapon wielding brethren, are fairly low-level opponents. They do more damage than regular skeletons, and it's ranged damage as opposed to melee. They have no melee or magic protection, but they do have good protection against ranged weapons. Skeleton archers can be troublesome when your heroes are at low levels, but are easily defeated once your heroes have a bit of experience.

Skeleton Sniper

- Level: 15
- Lair: Ancient Graveyard, Portal of the Dark
- Hit Points: 150
- Attack: 36 (ranged)
- Melee Protection: 25
- Ranged Protection: 65
- Magic Protection: 0
- Gold: 50
- Special: None

A tougher version of the skeleton archer, the skeleton sniper does more damage and has better protection against both melee and ranged weapons. It also has more hit points, making it a dangerous opponent all around, especially when faced in large numbers.

Vampire

- Level: 20
- Lair: Ancient Crypt
- Hit Points: 850
- Attack: 60 (magic)
- Melee Protection: 20
- Ranged Protection: 100
- Magic Protection: 75
- Gold: 200
- Special: Drain Life

The vampire is the most dangerous of the undead creatures. Though its attack is not too damaging, the vampire has the ability to heal itself during battle. Vampires have very high protection against ranged attacks, and they are also well protected against magic attacks. Their one weakness is their low protection against melee attacks, giving Warrior-class heroes (or even Rogues with a nearby Cleric) a good advantage in the fight.

Veteran's Skeleton

- Level: 15
- Lair: Ancient Graveyard, Portal of the Dark
- Hit Points: 280
- Attack: 24 (melee)
- Melee Protection: 30
- Ranged Protection: 70
- Magic Protection: 0
- Gold: 75
- Special: None

The sword-wielding veteran's skeleton is the toughest of the skeleton family. With a good number of hit points and a decent attack rating, the veteran's skeleton is especially dangerous because it tends to travel with other veteran's skeletons and skeleton archers or snipers. Ranged weapons

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don't do much damage against the veteran's skeleton, and it has some protection against melee damage. Like other skeletons and undead, it has no protection whatsoever against magic attacks.

Zombie

- **Level: 10**
- **Lair: Plague-stricken Graveyard, Ancient Crypt**
- **Hit Points: 120**
- **Attack: 12 (melee)**
- **Melee Protection: 20**
- **Ranged Protection: 50**
- **Magic Protection: 0**
- **Gold: 50**
- **Special: Poison**

Though not quite as dangerous as veteran's skeletons, zombies are among the most dangerous of the undead enemies, if only because they are much more commonly encountered and are often found when your heroes are still inexperienced. A large group of low-level heroes can survive a fight with some zombies if there is a healer nearby, but the zombie's ability to poison can cause its otherwise moderate attack to become quite lethal if a low-level hero can't heal or be healed before the poison kills him or her. Zombies have moderate protection against ranged attacks and a small amount of protection against melee attacks.

Magical Creatures

Magical creatures make up the majority of the enemies you face in Ardania. There is no common thread in this class of creatures, though most have moderate to good protection against all types of attacks. This means that no particular hero class is particularly effective, or ineffective, when fighting them. With only a couple exceptions, magical creatures tend to be mid-level to high-level enemies and are generally encountered some distance outside of town. If there are magical creatures near your town, you'll want to get your heroes some quick experience before the monsters start tearing through town.

Black Minotaur

- **Level: 15**
- **Lair: Minotaur Pyramid**
- **Hit Points: 1,000**
- **Attack: 48 (melee)**
- **Melee Protection: 20**
- **Ranged Protection: 30**
- **Magic Protection: 40**
- **Gold: 75**
- **Special: Firmness, Stun**

The black minotaur is somewhat rare, and it generally only appears far outside your town or in Minotaur Pyramids that are left undisturbed for too long. Black minotaurs are very tough opponents. They have high hit points, a strong melee attack, and some protection against all types of damage. Though they don't provide too much of a challenge for higher-level heroes, a group of even mid-level heroes can be overwhelmed by the black minotaur's immunity to special abilities, as well as its own ability to stun attackers, rendering them unable to attack momentarily. Black minotaurs are best faced by a mixed group of heroes at higher levels.

Demon

- **Level: 10**
- **Lair: Portal to Hell**
- **Hit Points: 240**
- **Attack: 24 (magic)**
- **Melee Protection: 0**
- **Ranged Protection: 10**
- **Magic Protection: 25**
- **Gold: 25**
- **Special: None**

Demons, like their less-dangerous counterpart, the imp, are fairly easy to kill, but they can do a fair amount of damage before they are taken down. Though they do have a fair number of hit points, they have very little protection against ranged attacks, no protection against melee attacks, and only moderate protection against magic attacks. They attack with magic, though, which your heroes are generally more vulnerable to than other types of damage. Demons are rare and generally not encountered until

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your heroes have explored a bit and gained some experience. Because of this, demons are typically easy opponents and only provide a serious threat when faced in large numbers.

Dragon

- Level: 20
- Lair: Dragon's Lair
- Hit Points: 2,500
- Attack: 80 (melee), 80 (magic)
- Melee Protection: 50
- Ranged Protection: 50
- Magic Protection: 100
- Gold: 100
- Special: Firmness, Burning Attack

The dragon is the fiercest opponent of the magical creatures and one of the toughest enemies you will face. Dragons do both melee and magic damage, and they do a good amount of damage with both types. They are very well protected against magic attacks and have moderate protection against both melee and ranged attacks. This protection, combined with their significant number of hit points, makes any fight against a dragon a fairly long battle. Dragons also can burn your heroes, which does damage over time. The best way to kill a dragon is by overwhelming it. A large group of mid-level heroes can take down a dragon, provided they have enough healing potions and nearby healers to keep them standing for the duration of the battle.

Fire Elemental

- Level: 15
- Lair: Seat of the Elementals
- Hit Points: 1,000
- Attack: 60 (magic)
- Melee Protection: 25
- Ranged Protection: 75
- Magic Protection: 100
- Gold: 125
- Special: Firmness, Stun

The fire elemental is one of the two elementals who dwell in the Seat of the Elementals. Fire elementals do a fair amount of magic damage and have a great deal of magic protection. They are also well protected against ranged attacks. Melee attacks are their one weakness, though they do have a small amount of melee protection. Fire elementals, like many of the stronger creatures, have a natural immunity to heroes' special abilities and attacks. They can also stun your heroes during combat. Fire elementals often can be found guarding Holy Ground, forcing you to eliminate them before you can build temples.

Greater Fire Elemental

- Level: 15
- Lair: Seat of the Elementals
- Hit Points: 900
- Attack: 150 (melee)
- Melee Protection: 25
- Ranged Protection: 75
- Magic Protection: 100
- Gold: 150
- Special: Imperturbability

This larger version of the fire elemental does more damage than its smaller relative, but it has fewer hitpoints. The Greater Fire Elemental does melee damage instead of the magic damage dealt by fire elementals, and it has identical protections against melee, ranged, and magic damage. The Greater Fire Elemental is only found in the later missions of the single-player campaign.

Imp

- Level: 5
- Lair: Portal to Hell
- Hit Points: 120
- Attack: 14 (melee), 14 (magic)
- Melee Protection: 0
- Ranged Protection: 0
- Magic Protection: 10
- Gold: 15
- Special: None

Imps are fast-moving little creatures that do both melee and magic damage. They have little magic protection and no ranged or melee protection. They do, however, have a fairly high number of hit points

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when compared to other enemies of the same level. Newly hired heroes may have some trouble if they encounter imps without any support. As with other low-level creatures, imps are easily dealt with when your heroes gain a bit of experience.

Lightning Elemental

- **Level: 15**
- **Lair: Seat of the Elementals**
- **Hit Points: 1,000**
- **Attack: 60 (melee)**
- **Melee Protection: 50**
- **Ranged Protection: 75**
- **Magic Protection: 75**
- **Gold: 125**
- **Special: Firmness, Stun**

Lightning elementals differ slightly from fire elementals. Most prominently, they have slightly lower protection against magic damage and slightly higher protection against melee damage. They also do melee damage themselves, as opposed to the magic damage of fire elementals. Like fire elementals, lightning elementals have immunity to special abilities and kicks. They also can stun your heroes while fighting. Along with fire elementals, lightning elementals can be found guarding Holy Ground. Elementals are fairly tough opponents and should be engaged only by higher-level heroes or by large groups of mid-level heroes.

Greater Lightning Elemental

- **Level: 15**
- **Lair: Seat of the Elementals**
- **Hit Points: 1,500**
- **Attack: 150 (melee)**
- **Melee Protection: 50**
- **Ranged Protection: 75**
- **Magic Protection: 75**
- **Gold: 150**
- **Special: Imperturbability**

The Greater Lightning Elemental, like the Greater Fire Elemental, is a larger, stronger version of the standard lightning elemental. It likewise does 150 melee damage with each attack. The Greater Lightning Elemental has almost twice the hit points of a lightning elemental, but is has the same resistances to all forms of attack.

Minotaur

- **Level: 10**
- **Lair: Minotaur Pyramid**
- **Hit Points: 320**
- **Attack: 24 (melee)**
- **Melee Protection: 10**
- **Ranged Protection: 20**
- **Magic Protection: 30**
- **Gold: 50**
- **Special: None**

One of the more commonly encountered magical creatures, minotaurs are one of the tougher creatures you fight with any regularity. They have a fairly high number of hit points, a high-damage melee attack, and some protection against all forms of attack. Minotaurs should not be faced at very low levels, but they can be engaged by balanced groups of heroes around Level 5.

Ogre

- **Level: 15**
- **Lair: Ogre's Den**
- **Hit Points: 850**
- **Attack: 80 (melee)**
- **Melee Protection: 10**
- **Ranged Protection: 40**
- **Magic Protection: 55**
- **Gold: 100**
- **Special: Firmness, Knock-back**

Ogres have a nasty habit of going straight for a town. When ogres are on the map, you will usually know about it long before you find their den. They are very difficult opponents for lower-level characters. They have a moderately high number of hit points, a very damaging melee attack, and decent protection against ranged and magic attacks. They have low resistance to melee attacks, however, and so are best faced by melee classes

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like Warriors and Dwarves. Ogres have the ability to hit the ground so hard it sends your heroes sailing through the air, causing a great amount of damage when they land. This can be devastating for your Clerics and Mages, so try to make sure there are plenty of melee classes in the fight when you send your heroes against an ogre.

Serpent

- **Level: 5**
- **Lair: Snake's Nest**
- **Hit Points: 120**
- **Attack: 14 (magic)**
- **Melee Protection: 0**
- **Ranged Protection: 5**
- **Magic Protection: 10**
- **Gold: 25**
- **Special: None**

Serpents have one thing in their favor—numbers. Snake's Nests, where these winged snakes dwell, tend to produce serpents fairly quickly, and there are always a fair number of them waiting inside, ready to attack when their lair is destroyed. They also have a good magic attack, which can be very damaging to low-level characters. They are vulnerable to all types of attack, though, making them easy prey if you can lure a well-balanced group of characters to the fight. Because they tend to appear in such high numbers, serpents should generally be engaged by heroes in groups, even if a hero has a level advantage on these winged snakes.

Lairs

Just as your heroes have their guilds, the creatures of Ardania have their lairs. Monster lairs continually produce enemies, which then roam the map hunting for prey. The only way to stop this menace is to find the lair and destroy it. Destroying monsters' homes is a great way for heroes to earn experience and gold.

It's generally simple to get an idea of where a lair might be. When you see wolves always running in from the west, that indicates the presence of a Wolves' Den in that direction. When you uncover a lair, set an Attack Flag on it to entice your heroes to destroy it. If it's a lair of a higher-level creature, such as a Dragon's Lair or a Bearmen Den, you may want to put a Fear Flag on it to keep your heroes away until they are better prepared for the fight.

Some creature lairs, if left for too long, will start producing higher-level monsters. Bear Dens may begin producing great bears. Minotaur Pyramids may begin producing black minotaurs. For this reason, it's best to destroy lairs as soon as you see them, as long as your heroes are strong enough to take any opponents that may be lurking inside.

You can see what type of creatures a lair is producing by clicking on the lair and examining the boxes on the right corner of the information box. This shows you the type of creatures being produced and how many are inside.

Beast Lairs

Bear Den

- **Hit Points: 1,500**
- **Inhabitants: Bears, great bears**

Bearmen Den

- **Hit Points: 3,000**
- **Inhabitants: Bearmen**

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Hermit's House

- Hit Points: 3,000
- Inhabitants: Werewolves

Sewer

- Hit Points: Indestructable
- Inhabitants: Rats, dire rats, ratmen

Wolves' Den

- Hit Points: 1,500
- Inhabitants: Wolves, old wolves

Undead Lairs

Ancient Crypt

- Hit Points: 3,000
- Inhabitants: Vampires, zombies

Ancient Graveyard

- Hit Points: 1,000
- Inhabitants: Skeletons, skeleton archers, veteran's skeletons

Crypt

- Hit Points: 1,000
- Inhabitants: Liches, ghosts

Graveyard

- Hit Points: Indestructible
- Inhabitants: Skeletons, skeleton archers, veteran's skeletons, zombies

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Plague-stricken Graveyard

- Hit Points: 1,000
- Inhabitants: Zombies

Portal of the Dark

- Hit Points: 800
- Inhabitants: All undead

Magical Creature Lairs

Ogre's Den

- Hit Points: 2,500
- Inhabitants: Ogres

Dragon's Lair

- Hit Points: 5,000
- Inhabitants: Dragons

Minotaur Pyramid

- Hit Points: 3,000
- Inhabitants: Minotaurs, black minotaurs

Portal to Hell

- Hit Points: 1,000
- Inhabitants: Imps, demons

Seat of the Elementals

- Hit Points: 2,500
- Inhabitants: Fire elementals, lightning elementals, greater fire elementals, greater lightning elementals

Snake's Nest

- Hit Points: 800
- Inhabitants: Serpents

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Campaign Missions
- Royal Advisor's Mansion
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- The Great Towers
- The Baron's Bill
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Single Missions

Campaign Mission: Royal Advisor's Mansion

1. Royal Palace **2. Wolves' Den**

Difficulty: Tutorial

Prerequisites: None

Starting Gold: 2,000

Main Objectives:
- Build a Guardhouse
- Protect the Royal Palace
- Build a Rangers Guild
- Hire heroes in the Rangers Guild
- Upgrade the Rangers Guild
- Set an Explore Flag
- Build the Marketplace
- Invent a health potion
- Build a Clerics Guild and invent a spell
- Heal a hero or a peasant with the spell
- Destroy the Wolves' Den

Additional Qbjectives:
- None

This brief tutorial introduces you to the basic elements of building structures, generating gold for your kingdom, hiring heroes, and setting flags to encourage heroes to perform tasks.

You begin this mission with a small settlement. Your first task is to build a Guardhouse. Click on the Royal Palace and select the Defense Structures menu. Select Guardhouse, then place the building next to the road leading north away from the palace. Your peasants automatically begin building the Guardhouse.

Build a Guardhouse next to the road leading north from your Royal Palace.

Your next task is to build a Rangers Guild. The area just south of your palace is a good spot. Select your Royal Palace, click on the Guilds menu, then click on Rangers Guild, then place the guild where you would like it to be built. After you place the building, your peasants begin construction. Wait for them to complete the building. If you wish to speed things up, you can increase the game speed on the menu at the top of the screen.

When the Rangers Guild is built, click on it. You see a face icon the upper left corner of the Building menu. Click on the face to hire a Ranger.

After building the Rangers Guild, you can hire a hero and upgrade the building from the Building menu.

In the upper right corner of the Rangers Guild Building menu, there is a yellow arrow pointing up. Click on this icon to upgrade the guild. As when you first place a building, your peasants now begin construction on the upgraded building. Upgrading a building increases its hit points and can open new research options, such as spells and hero abilities. For instance,

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Single Missions

upgrading the Rangers Guild to Level 2 allows you to research the Ranger's Accurate Shot ability. Though it is not required for this mission, go ahead and research Accurate Shot.

Now you learn about setting flags. Move to the dark area in the northwest area of the map. The flag icons are located in the lower left corner of the screen. Click on the icon with the eyeball. Your cursor turns into a green flag. Click anywhere in the dark area to place the flag. You now need to set a reward on the flag to encourage a hero to explore this area. One hundred gold should do the trick. Set the flag reward from the gold icons on the flag menu. You can increase the flag reward in increments of 100 or 500.

Place an Explore Flag with a 100 gold reward in the dark area to the northwest of your palace.

Your Ranger begins moving toward the flag. While he's off exploring, you are given a new task: Build a Marketplace. Select your Royal Palace and click on the Economic Buildings menu. The Marketplace is the only option available in this mission. Choose the Marketplace and place it close to your palace. You always want to build Marketplaces as close to your palace or a Guardhouse as possible. By doing so, your tax collectors won't have as far to travel when collecting taxes and revenue from the Marketplace, which speeds up the collection process and gives your enemies less of a chance to attack your tax collectors.

While your Ranger is exploring, build a Marketplace and research the health potion.

Your Marketplace provides tax revenue, but you also gain revenue from selling items at the Marketplace. In this mission, the only item available for sale is the health potion. Click on the Marketplace, then click on the red vial to research the health potion. After it has been researched, your heroes can buy the potion at the Marketplace.

Select your palace and click on the Guilds menu. The Clerics Guild is now available. Place a Clerics Guild near the Rangers Guild.

As your Clerics Guild is being built, you should notice a Sewer has appeared near your village. Sewers are home to rats and other vermin, which will periodically emerge and attack your buildings. Sewers cannot be destroyed, so it's always a good idea to build a Guardhouse or other defensive building near them.

Select the Clerics Guild when it is complete. You can hire Clerics here, and you can research the Sacred Heal spell. Click on the spell to research it, then hire three Clerics. Hire two more Rangers from the Rangers Guild while you are waiting.

After you research Sacred Heal, the spell is now available to use. Your spells are displayed in the bottom center of the screen. Each spell you research is shown with its icon and its casting cost. Using a spell requires gold from your treasury. Select the Sacred Heal spell, then click on any peasant or hero wandering around your village.

Cast Sacred Heal on any peasant or hero.

Your final task is to destroy the Wolves' Den southwest of your Royal Palace. To destroy the den, you need to set an Attack Flag to lure your heroes. The Attack Flag is the red flag with a sword icon. Click on the Attack Flag then set the flag on the Wolves' Den. This is a good chance to watch how higher rewards attract more heroes to the flag. As you increase the flag's reward, you can see the number of interested heroes. Continue increasing the flag reward until all six of your heroes are headed to attack the den.

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Campaign Missions
- Royal Advisor's Mansion
- The Engine of Commerce
- The Great Towers
- The Baron's Bill
- The Big Trouble
- Shadow of the Past
- Mortal Foibles of Kings
- The Royal Feat
- Life and Death
- Gold of Chyort
- Trouble of the Afterlife
- Eternal Love
- Bloody Offenses
- Pretenders to the Throne
- Demon's Advisor
- Return of His Majesty

Single Missions

Slowly increase the Attack Flag reward on the Wolves' Den until all six heroes are interested in the reward.

After your heroes destroy the Wolves' Den, the mission is complete. It's time to take these basic skills and try them in a more challenging setting.

Campaign Mission: The Engine of Commerce

1. Royal Palace
2. Port
3. Ancient Graveyard
4. Bear Den
5. Trading Post

Difficulty: Novice
Prerequisites: None
Starting Gold: 3,000
Main Objectives:
- Visit the port
- Escort the caravan to the Royal Palace
- Build the Trading Posts

Additional Objectives:
- None

Your starting town is in the southwest corner of the map. Your first goal is to send a hero to the Inn near the port in the northeast corner, but it is not wise to do so until much of the map has been explored and cleared of enemies. There are Bear Dens and Ancient Graveyards to the east and north, and an Ancient Graveyard to the southeast of the port. There are also three Trading Post locations on the map: One directly north of your starting point, one to the east near the base of the mountains, and one directly southwest of the port. After you visit the port, you will need to build Trading Posts at these locations.

Your overall goal in this mission is to get a hero to the port in the northeast corner of the map, then escort a merchant caravan back to your town. Before you can accomplish this, though, you will need to build your heroes up and explore the map to preemptively eliminate threats. Once you do so, getting the caravan back to your town will be much easier.

Your primary goal is to send a hero to this port. You will not want to do this, though, until you've eliminated most of the threats on the map.

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Single Missions

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Build a Marketplace, a Rangers Guild, and a Clerics Guild.

Build a Marketplace next to your palace, then build a Rangers Guild and a Clerics Guild south of your palace. Your building location is less important on this map than it will be in later maps, but it's a good idea to build toward the borders of the map. For instance, if you are near the southern border, build to the south. Your buildings will clear the fog of war in the surrounding area of the map, and sometimes very dangerous creatures are lurking just outside your viewable area. No need to reveal their lairs before you intend to.

Send your heroes to attack the Ancient Graveyard to the east.

Hire three Clerics and three Rangers, then set an Explore Flag to the east of your village. There's an Ancient Graveyard here. Set an Attack Flag on the graveyard and increase the reward until most of your heroes set out to attack.

Build a Warriors Guild as your Rangers and Clerics attack the Ancient Graveyard.

While they are in combat, you should earn enough money to build a Warriors Guild. Do so now.

While the Warriors Guild is under construction, research health and mana potions at the Marketplace. Then begin hiring Warriors from the guild when it is complete. At this point, a Sewer has most likely appeared in your village. Build a Guardhouse near the Sewer to protect against the rats that emerge.

Build a Rogues Guild.

If you want to keep your heroes occupied, and have them earn some experience and gold in the process, set a Defense Flag on a tower near a Sewer entrance. Your heroes will engage the rats as they emerge. This is only useful for very low-level characters.

Build a Rogues Guild. While it is under construction, research the Amulet of Regeneration at the Marketplace. When the Rogues Guild is built, hire three Rogues and research both Poison Oil and Poisoning. The former allows your heroes to buy poison that can be applied to their weapons, and the latter is a special Rogue ability.

There is a Bear Den northeast of your town.

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Single Missions

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Another Bear Den lies to the north. Nearby is a Trading Post. You cannot do anything with the Trading Post yet, but it becomes important later in the mission.

Continue exploring the areas north and east of your palace. There are two Bear Dens nearby. One to the northeast and one due north. Set Attack Flags on these and have your heroes destroy them. It does not matter which you attack first, but take them one at a time. Try to get as many heroes as possible with each Attack Flag. Not only because there is safety in numbers, but because you want your heroes to gain experience. Do not be too concerned about gold in these early missions. Though it will become important to be somewhat frugal with flag rewards in more difficult missions, you want your heroes to gain as much experience as possible. And the gold they earn will be pumped back into your economy as they purchase goods.

Build a Blacksmith.

Upgrade your guilds and research the Level 2 abilities.

Build a Blacksmith. When it is complete, begin researching improved weapons and armor. You should also begin upgrading the heroes' guilds at this point. When these are upgraded to Level 2, you can research Crushing Blow at the Warriors Guild, Accurate Shot at the Rangers Guild, and Holy Attack at the Clerics Guild. Note that the Rogues Guild cannot be upgraded in this mission.

Another Bear Den and another Ancient Graveyard lie east of your palace, near the base of the mountains.

Wait for your heroes to stock up on new items, then continue exploring to the east, where you will uncover another Ancient Graveyard and another Bear Den. Attack both of these.

You can build an Inn and a Statue of the King now, if you choose. The Inn provides a single location for heroes to rest, but it's not critical to this mission (it will become much more useful in later missions). The Statue of the King increases the chances a hero will be interested in a flag. Because money is less of an issue in these early missions, building one is optional.

Attack the Bear Dens and the Ancient Graveyards in the northern section of the map.

To the north of your palace are more Bear Dens and Ancient Graveyards. Explore to the north. There is a Bear Den in the northeast corner. Set an Attack Flag and wait for your heroes to destroy it. When the Bear Den is gone, begin exploring to the northeast. Slowly uncover the map, using Explore Flags to inch your way to the port. Take out the Ancient Graveyard and the Bear Den you encounter on the way.

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Single Missions

When the northern section of the map has been thoroughly explored and cleared of enemies, set an Explore Flag on The Lovestruck Boar Pub near the port.

The caravan begins moving as soon as one of your heroes reaches the port. Quickly place a Defense Flag on the caravan and set the reward to at least 1,000 gold.

Once the northern half of the map is completely revealed and cleared, set an Explore Flag on the port. When you reach the port, you learn that the merchant has left a caravan behind. You must escort this caravan back to your village. Thanks to your preemptive strikes, this is not too difficult to do. Still, there are undead to the south of the port and there will still be some bears and undead roaming elsewhere around the map, so place a Defense Flag on the caravan and set a high reward—at least 1,000 gold (though you should be able to set it even higher).

The caravan won't encounter much resistance if you've been thorough in your preliminary sweep of the map.

Look for a donkey sitting next to a cart of goods. These indicate spots where you can build a Trading Post. There are three such locations on this map. You can also find them on your mini-map, where unclaimed Trading Post locations appear as gray squares.

When the caravan arrives at your village, you are given a new assignment: Build three Trading Posts. Unlike other structures, Trading Posts can only be built at predetermined locations. There are three Trading Post locations on the map. One to the north of your village, one to the east, and one right next to the port. Build a Trading Post at each location.

To build a Trading Post, you can simply click on the location and select the Trading Post from the Building menu. Alternately, you can select your Royal Palace, choose Economic Buildings, select Trading Post, then place it on the location. (The first method is obviously much quicker.)

If there are still monsters roaming the map (look for the pink dots on your mini-map), set Defense Flags on the Trading Posts as they are being built.

If you want to thoroughly clear the map before moving on, take out the Ancient Graveyard to the southeast of the port before building the final Trading Post.

Building all three Trading Posts completes the final objective for this mission. In future missions, Trading Posts will become one of your best sources of income.

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Single Missions

Campaign Mission: The Great Towers

1. Royal Palace
2. Ancient Tower Foundations
3. Trading Post
4. Ancient Graveyard
5. Wolves' Den
6. Bear Den
7. Minotaur Pyramid

Difficulty: Novice

Prerequisites: Royal Advisor's Mansion, The Engine of Commerce

Starting Gold: 3,000

Main Objectives:
- Find the tower foundations
- Complete the towers

Additional Objectives:
- Destroy the Minotaur Pyramid

Your starting point is near the southern border of the map. To the north is a Minotaur Pyramid. You should leave exploration of the north until your heroes have gained some levels. The initial threat comes from the southwest and southeast, where Ancient Graveyards unleash skeletons and skeleton archers that constantly attack your town. There are three Ancient Graveyards to the southeast and two to the southwest. There are also Trading Posts to the southeast and southwest, close to your starting point. Additional Trading Posts are located along the road to the north. There are Bear Dens and Wolves' Dens on the western side of the map, as well as Wolves' Dens in the northeast. Your mission goal, the Ancient Tower Foundations, are located in the northwest corner of the map.

Your quest in this mission is to finish the construction of two Ancient Towers, originally intended to protect the region from rampaging minotaurs. The minotaurs were eventually defeated, and the towers were never completed. Now the minotaurs have returned, and you must complete construction on the towers to keep the land safe.

This beginning of this mission is a bit of a challenge. Your starting point is surrounded by dens and graveyards, and you are under constant attack from skeletons, bears, and wolves. Getting a foothold in the region is tough, but once you have some gold rolling in and some mid-level heroes, you can then start exploring the map in detail. At the outset, though, you want to limit your exploration and concentrate on defending your starting point.

Build a Marketplace west of your palace, then build a Clerics Guild and a Rangers Guild to the south.

Your village is surrounded by creatures, so getting some defenses in place is a high priority. Build two Guardhouses on the southwest road.

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Single Missions

Build your Marketplace, Clerics Guild, and Rangers Guild to begin. As these are constructed, build two Guardhouses along the road leading to the southwest away from your village. Hire one Ranger and three Clerics, then set an Explore Flag with a 100 gold reward in the unexplored area immediately southeast of your castle. Your Ranger should head off to explore the area, revealing an Ancient Graveyard.

Attack the Ancient Graveyard to the southeast.

Set an Attack Flag on the graveyard and increase the reward until all four of your heroes begin attacking. As they do so, hire two more Rangers as soon as you have the gold to do so. Destroying the graveyard will take some time with such low-level heroes, but they gain a good deal of experience over such a long fight. Your Clerics keep the Rangers, and each other, alive. More skeletons and skeleton archers attack from the southeast. There are more Ancient Graveyards in that area, and you will deal with them momentarily.

As your heroes are fighting, you should check on your Guardhouses. Skeletons and skeleton archers are continually moving in from the southwest. The two towers you built on the road should be enough to hold them back for now. Build a Warriors Guild and begin hiring warriors. You may also need to build a third Guardhouse to protect against any Sewers that have appeared in town.

Set an Explore Flag to uncover two more Ancient Graveyards and a Trading Post location to the southeast.

When the first Ancient Graveyard is destroyed, research health and mana potions at the Marketplace to give your heroes something on which to spend their hard-earned reward. Build a Warriors Guild and hire three Warriors as soon as you have the required gold. Now set another Explore Flag in the area to the southeast of the recently destroyed graveyard.

When a Ranger reaches the Explore Flag, it reveals two more Ancient Graveyards and a Trading Post location. Set an Attack Flag on either of the graveyards, and increase the reward until at least four of your heroes takes the challenge.

Set an Attack Flag on either of the Ancient Graveyards. When the first is destroyed, set an Attack Flag on the other.

While attacking the Ancient Graveyards in the southeast, upgrade one of your Guardhouses to Level 2.

After destroying the Ancient Graveyards, build a Trading Post.

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Single Missions

The targeted Ancient Graveyard should be destroyed fairly quickly. Set an Attack Flag on the adjacent graveyard and, again, set the reward high enough that at least four of your heroes becomes interested. When this graveyard is destroyed, build a Trading Post. Set a Defense Flag on the Trading Post with a very low reward. You don't need more than one or two heroes to protect it. When the Trading Post is built, upgrade it to Level 2, then remove the Defense Flag.

Build a Rogues Guild.

Research the Amulet of Regeneration at the Marketplace and build a Rogues Guild. Research Poisoning and Poison Oil, then hire three Rogues. Your other heroes will busy themselves buying goods and fighting the skeletons that are continually coming in from the southwest. You don't want them wandering too far on their own, because there are still many dangers in the area. So quickly set an Explore Flag in the unexplored region to the southwest of your town. A low reward should attract one of the Rogues.

NOTE

You may have to build another Guardhouse on the western border of your town if you are being attacked by bears or wolves from the west.

Explore the area to the southwest to reveal a Trading Post location and two Wolves' Dens.

Build and upgrade the Trading Post while your heroes destroy the dens.

The newly revealed area contains two Wolves' Dens and a Trading Post location. Build the Trading Post and set a Defense Flag that attracts at least two heroes; 200 or 300 gold should be enough. To keep your other heroes occupied, set Attack Flags on the nearby Wolves' Dens. Your heroes should have some significant experience now, so you'll likely need to set rewards of at least 500 gold for each den to get any interest. The dens should be eliminated fairly quickly.

As your heroes begin to explore the southwest portion of the map, upgrade your guilds to Level 2 and build a Blacksmith.

While your heroes fight, build a Blacksmith and begin researching improved weapons and armor. At this point, you should also upgrade all guilds to Level 2 and research the Level 2 abilities for each hero type. You can now upgrade the Rogues guild and research Insidious Blow. You can also build a Statue of the King at this point.

There are two Ancient Graveyards in the southwest corner of the map. Destroying these will put an end to the constant attacks from the undead.

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Campaign Missions

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Single Missions

When the Wolves' Dens are destroyed, set another Explore Flag in the southwest corner of the map. There are two Ancient Graveyards in this area. If you don't find them both, set another Explore Flag to expose more of the area. Destroy both Ancient Graveyards. Again, you need to make the rewards at least 500 gold to attract your heroes. You should have plenty of gold rolling in from your two Trading Posts.

Begin exploring west of your palace and destroy the Bear Den on the nearby ridge.

The Tower Foundations are located in the northwest corner of the map.

Set Explore Flags along the west border of the map. There is a Bear Den directly west of your town. Set an Attack Flag with a 500 gold reward on it. Your heroes should have no trouble taking it down. Next, set an Explore Flag in the northwest corner of the map. This is the location of the Tower Foundations, and a small village built near them. The people of the village tell you they will help construct the towers if you destroy the nearby Minotaur Pyramid. As soon as you discover the Tower Foundations, place Defense Flags on them with low rewards. Try to attract only one or two heroes to each flag.

Attack the Bear Den to the north of your palace. There is a Trading Post nearby.

There is a Minotaur Pyramid near the Trading Post. Set an Attack Flag with a reward of 1,000 gold or more on the pyramid.

Begin exploring the area north of your town. Set an Explore Flag to the north of your village. There is a Bear Den nearby, as well as another Trading Post. Set an Attack Flag on the Bear Den and begin building the Trading Post. To the east of the Trading Post is the Minotaur Pyramid, Set an Attack Flag on the Minotaur Pyramid, and make the reward at least 1,000 gold to attract as many heroes as possible.

If you've located the Tower Foundations, the villagers begin building the Towers as soon as your destroy the Minotaur Pyramid. If you want to finish cleaning up the map, wait until you've explored to the north and east before destroying the pyramid. There is another Trading Post to the north, as well as two Wolves' Dens in the northeast section of the map.

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Single Missions

Place Defense Flags on the Tower Foundations and spend all your remaining gold on the rewards to ensure the villagers are able to work.

When the pyramid is destroyed, the villagers immediately begin work on the towers. Increase the rewards on the Defense Flags you placed on the towers, and spend as much gold as you can on each flag. Empty the bank on these flags. Packs of wolves pour in to attack as the towers are constructed, and you want to make sure the villagers stay alive long enough to complete them. Setting such a high reward may be overkill, but you won't need the gold for much longer. As soon as the towers are completed, the mission ends.

The mission is a success when the villagers complete construction of the Ancient Towers.

Campaign Mission: The Baron's Bill

1. Royal Palace
2. Di Lat Castle
3. Trading Post
4. Portal to Hell
5. Wolves' Den

Difficulty: Advanced

Prerequisites: Royal Advisor's Mansion, The Engine of Commerce

Starting Gold: 5,500

Main Objectives:
- Destroy the Di Lat castle
- Protect the Royal Palace

Additional Objectives:
- Destroy the Guardhouses
- Destroy the Portals of Hell

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Campaign Missions
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Single Missions

You start with your Royal Palace in the southwest corner, and Di Lat's Castle in the northeast corner. There are three Trading Posts, one north of your castle, one in the southeast corner of the map, and one on the east border of the map, just south of Di Lat's Castle. There are only two types of enemy lairs on this map. Wolves' Dens are scattered across the map, and there are four Portals of Hell. Destroying these portals is one of your mission objectives. One is located immediately southeast of your starting point; one is on the north border of the map; the third is on the east border, near the Trading Post; and the final Portal is in the northeast corner, behind Di Lat's Castle.

Build your guilds southwest of your palace.

You begin in the southwest corner of the map. Build a Marketplace west of your palace, then build a Rangers Guild, a Clerics Guild, and a Warriors Guild southwest of your palace. Hire three Rangers, three Clerics, and three Warriors. You should have enough left to research health and mana potions at the Marketplace.

There's a Portal to Hell immediately southeast of your starting point. The imps that emerge from the portal are fairly easy to kill, but they will prove a bit troublesome for low-level heroes. Build a Guardhouse near the portal to protect your town from the imps.

Build a Guardhouse near the Portal to Hell southeast of your town.

TIP

If you don't mind losing the experience for your heroes, you can build a Guardhouse very close to the Portal to Hell near your town. This tower, and its accompanying Guard, will destroy the portal for you, which saves you the reward gold at the expense of your heroes gaining some early experience.

Set an Explore Flag near the northwest corner of the map.

Attack the Wolves' Den, then begin construction of the Trading Post and a Guardhouse to protect it.

While the heroes are being hired, set an Explore Flag in the unexplored area far to the north of your town. Set the reward at 100 gold. If the first Ranger to appear doesn't show interest, raise the reward to 200 gold. The Ranger should uncover a Trading Post and a Wolves' Den. Set an Attack Flag with a reward of 200 or 300 gold on the Wolves' Den. When your heroes begin attacking, begin building the Trading Post, as well as a Guardhouse immediately to the east of the post. If the Trading Post is still under construction when the den is destroyed, set a Defense Flag on the Post with a 100 gold reward. Keep the Defense Flag in place until the Trading Post has been upgraded to Level 2.

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Single Missions

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After establishing your first Trading Post, destroy the Portal to Hell southeast of your palace.

Your heroes should now have enough experience to easily take out the Portal to Hell, if you haven't done so with a Guardhouse. Place an Attack Flag on the Portal with a reward of 200 or 300 gold. A Sewer will have appeared near your town. Build a Guardhouse nearby to protect against vermin. And if you haven't yet researched health and mana potions at the Marketplace, do so now. Also research the Amulet of Regeneration.

Attack the Wolves' Den northeast of your town.

Set a Fear Flag near the Den to prevent your heroes from wandering into the unexplored territory to the northeast.

Your next target is the Wolves' Den northeast of your town. Set an Attack Flag and increase the reward until three or four of your heroes are interested. As soon as the battle is over, drop a Fear Flag to the east of the Den. You do not want your heroes wandering into the northeast yet.

There is another Wolves' Den east of town. This is your next target.

Set an Explore Flag to the east of town to uncover another Wolves' Den. Click on the den to see its occupants. At this point, Wolves' Dens may be producing old wolves in addition to basic wolves. Old wolves are Level 10 and much tougher than the standard wolves you've been fighting until now. Set the reward on the Attack Flag appropriately. If there are old wolves inside, set a high reward on the den. If there are only basic wolves, only spend enough to attract two or three heroes.

Spend some time building up your town. First build a Rogues Guild.

Build a Blacksmith and begin researching improved armor and weapons.

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Upgrade your guilds and research the Level 2 abilities for your heroes.

Build a Rogues Guild. When it is complete, research Poisoning and Poison Oil, then hire three Rogues. You should also build a Blacksmith and begin researching improved armor and weapons.

Give your heroes a chance to fall back and stock up on new equipment, and give yourself a chance to finish researching improved weapons and armor. Also take this time to upgrade the guild buildings and research the Level 2 abilities, as well as to build another Clerics Guild and another Warriors Guild. Hire three more Clerics and three Warriors. They may end up being cannon fodder at such low levels, but every little bit of added strength will help during the final push to Di Lat's Castle. If your heroes get restless and start wandering the map while you are finishing your research and upgrades, lay down some Fear Flags to keep them close to town.

The southeast corner of the map has another Trading Post and a Wolves' Den.

Begin construction of the Trading Post after destroying the den and killing its occupants.

Set an Explore Flag in the southeast corner of the map. If you can afford it, set a fairly high reward on the flag, 500 gold or so, to attract a higher level Ranger. Your low-level Rogues will jump on it too, but the southeast corner is guarded by old wolves and the Rogues will be scared off before they reach the flag, if not killed outright.

The southeast corner has a Wolves' Den and a Trading Post. There are likely several wolves and old wolves wandering the area as well, so you need to get a large group of heroes over to take out the den. Set an Attack Flag with a 1,000 gold reward, at least. Watch your heroes' portraits to make sure at least a few higher-level heroes take up the challenge. Ideally, one or two Rangers will be among the interested heroes; the Rangers' bonus against beasts gives them an advantage against the old wolves.

Once the heroes have destroyed the Wolves' Den, start building the Trading Post. When the Wolves' Den is leveled, add a low-reward Defense Flag to the Trading Post to keep some heroes nearby until the post has been constructed and upgraded to Level 2.

Explore the area north of your new Trading Post.

There is a Portal to Hell here, as well as another Trading Post.

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Single Missions

Destroy the Portal to Hell, but taking the Trading Post may be more trouble than it's worth. Set a Fear Flag near the Trading Post location to keep your heroes out of the northeast corner.

Place an Explore Flag in the unexplored area north of your new Trading Post. There is a Portal to Hell here, as well as another Trading Post. Place an Attack Flag on the portal and set the reward at 500 gold or so. You only need a small group of heroes to destroy it. Taking this Trading Post is not easy and is possibly more trouble than it is worth; the Trading Post is within sight of Di Lat's Castle, which means it is also in attack range for the demons, imps, and guards nearby. You most likely do not need the income this close to the end, and any gold you gather from this post probably won't offset the cost to defend it, so it's wise just to leave it be. Set a Fear Flag north of the Trading Post to drive your heroes away from the Castle until you are ready to attack.

If you want to try and gain some experience for some of your lower-level heroes, you can build the Trading Post on the east side of the map, and construct and one or two Guardhouses nearby. Set some low-reward Defense Flags on the structures. Watch the defending heroes carefully if you decide to take this option; if they are taking too much damage, delete the Defense Flags and use a Fear Flag to drive your heroes away from the area. Just make sure you have some higher level heroes ready to take on the enemies that will most likely pursue them back to your town.

Explore the north border of the map to find the third Portal to Hell.

Before taking on Di Lat's fortifications, set an Explore Flag on the northern border of the map. There is a third Portal to Hell to be destroyed before the final battle. Once you've uncovered the portal, place an Attack Flag with a 500 gold reward. This should attract a strong enough force to level the portal.

Build a Guardhouse and use a Defense Flag to gather your heroes near Di Lat's defenses.

Now it's time to raze Di Lat's defenses. In later missions, when you have the ability to create parties, organizing an assault on a single target is much easier. For now, though, you'll have to make do with a more haphazard method. Build a Guardhouse near Di Lat's Castle. If you built the Trading Post on the east border, that will work as well. Place a Defense Flag with a moderate reward, and keep increasing the reward until most of your heroes come to the flag.

Set an Attack Flag with a high reward on the closest of Di Lat's Guardhouses.

Now set an Attack Flag on the nearest of Di Lat's Guardhouses and offer a high reward—2,000 to 3,000 gold at least. As soon as most of your heroes have gathered around the Defense Flag, remove the Defense Flag from the tower. Most of these heroes should immediately take interest in the Attack Flag nearby.

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- The Engine of Commerce
- The Great Towers
- The Baron's Bill
- The Big Trouble
- Shadow of the Past
- Mortal Foibles of Kings
- The Royal Feat
- Life and Death
- Gold of Chyort
- Trouble of the Afterlife
- Eternal Love
- Bloody Offenses
- Pretenders to the Throne
- Demon's Advisor
- Return of His Majesty

Single Missions

When the first tower is down, set an Attack Flag on the next Guardhouse. Continue attacking each Guardhouse until they have all been destroyed.

While your heroes are attacking the first tower, set an Attack Flag with a moderate reward on either of the nearby towers. Destroying Di Lat's Guardhouses rewards you 500 gold each, so don't worry about setting high rewards on these flags. Work your way around his Castle until all four Guardhouses have been destroyed.

Explore the northwest corner of the map to find the fourth, and final, Portal to Hell.

Before attacking the Castle itself, set an Explore Flag in the northeast corner of the map to find the fourth and final Portal to Hell. Set an Attack Flag with a moderate reward to bring a small group of heroes. This portal is producing tough demons and undead by this point, but a small group of your higher-level heroes should have no trouble eliminating it.

Your final target is the Castle itself.

Once the final Portal to Hell has been destroyed, set an Attack Flag on Di Lat's Castle and spend all your remaining gold on the reward. When the Castle falls, the mission is over.

Campaign Mission: The Big Trouble

1. Royal Palace
2. Grendar the Ogre
3. Trading Post
4. Elven Bungalow
5. Temple to Krolm
6. Ancient Graveyard
7. Ancient Crypt
8. Bear Den

Difficulty: Advanced
Prerequisites: The Baron's Bill
Starting Gold: 5,000
Main Objective:
- Eliminate the threat

Additional Objectives:
- Join the Elves
- Visit the Blademaster
- Raise a warrior to Level 10

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Single Missions

For most of this mission, the area west of your palace is off limits. The Ogre, your final target, is napping in this area. If any of your heroes gets too close, he wakes up and attacks. There are several Ancient Graveyards and two Bear Dens very close to your starting point, as well as a Trading Post to the southeast. More Bear Dens and Ancient Graveyards are to the east, across the river, along with two more Trading Posts. To the north of your palace is an Elven Bungalow and two more Trading Posts, as well as more Bear Dens and Ancient Graveyards. The Temple to Krolm, where you can hire Blademasters, is in the northwest corner of the map. There is another Trading Post nearby, as well as an Ancient Crypt, which is home to high-level vampires. There is yet another Trading Post west of your palace, but the threat of waking the Ogre makes building it a dangerous proposition.

Grendar the Ogre destroys the village west of your palace.

After razing the village, he lies down for a nap.

The small village to the west of your starting point is laid to waste almost as soon as the mission begins. Grendar the Ogre shambles in and begins hammering everything in sight. As soon as he has destroyed the village, he lies down for a nap amongst the rubble. Your goal is to amass a large group of high-level heroes while he is sleeping, then wake him up and kill him. Luckily, you have two new unit types to help with the assault: Elves and Blademasters. Elves have a solid ranged attack and several very helpful abilities at their disposal; they join your cause once you've upgraded your Marketplace to Level 2. Blademasters are an improved Warrior class, and are available once you get a hero up to the northwest corner of the map.

The Temple of Krolm is in the northwest corner of the map. Getting a hero to the temple allows you to hire Blademasters.

Build your initial buildings south of your palace.

Start with a Marketplace, a Rangers Guild, a Clerics Guild, and a Warriors Guild. Build the Marketplace west of your palace and the guilds to the south. Hire two of each hero type. Set an Explore Flag with a 100 gold reward to the southeast of town. There is an Ancient Graveyard and a Trading Post nearby. Set an Attack Flag with a 200 or 300 gold reward on the graveyard. As you attack the graveyard, hire another Ranger, Cleric, and Warrior and research health and mana potions at the Marketplace.

Build and upgrade the Trading Post to the southeast.

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Single Missions

There is another Ancient Graveyard northeast of town.

Build the Trading Post. Add a Defense Flag to the post as it is built. Your next target is the Ancient Graveyard northeast of town. Place an Attack Flag on it and raise the reward until at least three of your heroes set out to attack. Destroying this graveyard will put a temporary end to the skeletons assaulting your town from the north.

You should have enough gold at this point to build a Wizards Guild. This is your first mission with Mages, and they are excellent units. They have devastating attacks, but they have very few hit points and can be killed easily, especially at low levels.

Build a Wizards Guild and research Weapon Enchantment and Fireball before hiring any Mages.

Attack the Bear Den west of town.

Build a Rogues Guild. The next portion of this mission involves a great deal of exploration, and the work-for-cheap, fast-moving Rogues can make this process faster and less expensive.

Build a Wizards Guild. When it is complete, research Weapon Enchantment and Fireball, then begin hiring Mages. Mages are expensive to hire (500 gold each), but they are worth it, provided you can keep them alive. As your Mages are hired, set an Attack Flag on the Bear Den west of town. Set a fairly high reward on this Flag. You want the Mages to attack, but you need to make sure at least one or two more experienced heroes go with them.

You can set a Defense Flag on your Mages to entice more resilient heroes to protect them.

Attack the Ancient Graveyard southeast of the Trading Post.

There is a Bear Den east of the graveyard. Destroy this, too.

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Single Missions

Set an Attack Flag on the Ancient Graveyard southeast of the Trading Post. Make sure the reward is high enough to attract some of your Mages and some higher level characters. When that graveyard is destroyed, explore the area east of it. There is a Bear Den here. Set an Attack Flag on the Bear Den. You should be able to conduct these two attacks simultaneously.

If you haven't researched the Amulet of Regeneration at the Marketplace, do so now.

Explore the area southwest of your Trading Post to find an Ancient Graveyard.

There is another Bear Den southwest of town.

Explore the area southwest of the Trading Post to find another Ancient Graveyard and a Bear Den. Destroy the graveyard first. Set an Attack Flag on the Den. At this point, a small number of heroes should be able to destroy the den and handle any bears that emerge.

Caution

As you are finishing up in the southeastern section of the map, make sure your heroes don't take it upon themselves to wander west. Be liberal with your Fear Flags; you don't want the Ogre attacking before you are ready.

The Elven Bungalow is to the north.

A Trading Post and an Ancient Graveyard are near the Elven Bungalow.

Place an Explore Flag north of your palace. You'll find the Elven Bungalow on the bank of the river. The Elves will not join you until you've upgraded your Marketplace to Level 2. For now, set an Attack Flag on the Ancient Graveyard to the southwest of the Bungalow and begin constructing the Trading Post directly east of the graveyard. Set a Defense Flag on the Trading Post and, as before, keep the flag active until you have cleared the area around the Trading Post.

Keep a Defense Flag on the Trading Post as it is being built and upgraded.

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Single Missions

North of the Trading Post is a Bear Den.

Explore the immediate area to the north and northeast of your new Trading Post. There is a Bear Den here. Set an Attack Flag with a low reward on the den. Continue exploring to the north, but don't cross the river yet. Just north of the Bear Den, you find another Trading Post and another Ancient Graveyard. Build the Trading Post and attack the Bear Den. Upgrade the Trading Post to Level 2 when construction is complete. You may want to build a Guardhouse near this Trading Post, as it may come under attack from bears and undead from the east. You can also build a Wizard's Tower, which is more damaging and cheaper (because it will be your first) than a Guardhouse.

There is another Trading Post northeast of the Elven Bungalow.

Wizard's Towers must be activated before they can attack. Activating a Wizard's Tower costs 200 gold, and the tower is only active for a few minutes before it must be activated again.

Attack the Ancient Graveyard near this Trading Post.

Upgrade your palace to Level 2, then upgrade your Marketplace.

Build a Guardhouse or a Wizard's Tower near the Trading Post.

Build a Blacksmith, an Inn, a Statue of the King, and begin upgrading your guilds.

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Single Missions

You should have plenty of income now. Begin upgrading your buildings and constructing more economic structures. First, upgrade your palace, then upgrade the Marketplace. Build a Blacksmith if you haven't already, and research improved weapons and armor. Build an Inn and a Statue of the King. Also begin upgrading your guilds to Level 2 and researching the associated abilities as you accumulate enough gold to do so. You can upgrade your Wizards Guild to Level 2 in this mission, which allows you to research the Ice Arrow ability.

As soon as your Marketplace reaches Level 2, the Elves join your cause.

Upgrade your Marketplace to Level 2 to gain control of the Elven Bungalow.

Start upgrading your Blacksmith and your Inn.

Select the Elven Bungalow. You automatically gain three Elf heroes when you complete the Level 2 Marketplace, but you should research Clever Shot and Elven Inspiration. Research the Ring of Protection at the Marketplace. Upgrade your Blacksmith to research masterwork armor and weapons, and upgrade your Inn and research parties. If you don't have enough gold for these upgrades, you will very soon.

Assemble at least three parties at the Inn.

After you've researched party formation at the Inn, select the Inn to create a party of heroes. A party is a group of up to four heroes that travel together when performing quests. Parties are a great way to make sure you don't have a disorganized stream of heroes going after some difficult target. Make sure your parties have a diverse selection of heroes. The best party should consist of a Warrior, a Ranger (or Elf), a Cleric, and a Mage. Rogues can substitute for Rangers or Elves in a pinch. Assemble three parties, then start exploring the area to the east.

Set an Explore Flag directly to the east, across the river from your palace.

There is a Trading Post near an Ancient Graveyard just across the river.

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Single Missions

Attack the Ancient Graveyard northeast of the Trading Post.

Attack the graveyard east of the river and begin constructing the nearby Trading Post. Set an Explore Flag to the northeast of the Trading Post. There is an Ancient Graveyard here. Set an Attack Flag on the graveyard and destroy it while the Trading Post is built and upgraded to Level 2. The income from your three Trading Posts should allow you to start researching masterwork armor and weapons, if you haven't already done so. You can also begin upgrading your Cleric, Warrior, and Ranger Guilds to Level 3 and your Elven Bungalow to Level 2.

One of your quests is to raise a Warrior to Level 10. This has probably happened by now, but if it hasn't, make sure you increase your next few Attack Flag rewards until they attract your highest level Warrior.

As you explore the area east of the river, begin upgrading your guilds to Level 3.

Build a Magic Bazaar and begin researching potions.

Research the Level 3 abilities at the Warriors, Rangers, and Clerics Guilds. At the Warriors Guild, research Maiming Blow and Resistance to Pain. At the Clerics Guild, research Faith Restoration and Hammer of Faith. At the Rangers Guild, research Weakening Shot and Pain of Spirit. When your Elven Bungalow reaches Level 2, you can research Magic Arrow. Also build a Magic Bazaar near your Marketplace and begin researching potions. Potion research is pricey, but the Magic Bazaar brings in good income. Its potions give your heroes great attack and speed bonuses, as well as protection from various types of attack. You should also research any of your own spells that you haven't yet, especially the Lightning Bolt and Ice Prison spells at the Wizards Guild, and Sacred Heal at the Clerics Guild.

In the northeast corner of the map, there is another Trading Post near an Ancient Graveyard.

There is also a Bear Den to the west of the Trading Post.

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Single Missions

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Be very cautious as you move toward the north side of the map. You may encounter vampires, which are Level 20. If you see a vampire, set an Attack Flag with a very high reward to bring as many heroes as possible to the fight.

Continue setting Explore Flags on the east side of the river until you reach the northeast corner of the map. There is a Bear Den, a Trading Post, and an Ancient Graveyard in the far northeast of the map. Attack the graveyard and begin building and upgrading the Trading Post. Be sure you begin the attack before building, you don't want your peasants wandering up to the Trading Post before there are some heroes in the area. Next, set an Attack Flag with a high reward (500 to 1,000 gold) on the Bear Den west of the Trading Post. Be careful around this den. There are great bears here, which are much tougher than the standard bears you've fought until this point.

Set an Explore Flag near the Temple of Krolm.

On the way to the temple, you find a Trading Post and an Ancient Crypt.

Set an Attack Flag with a high reward on the Ancient Crypt.

Set an Explore Flag near the Temple of Krolm in the northwest corner of the map. As your exploring hero approaches the temple, he or she passes a Trading Post and an Ancient Crypt. When the hero reaches the temple, you can hire two Blademasters for 1,000 gold each. . Set an Attack Flag with a very high reward on the Ancient Crypt, and set an Attack Flag with a moderate reward on any nearby vampire.

As your heroes destroy the Crypt, begin building the Trading Post.

After destroying the Ancient Crypt, explore west of the Trading Post to find an Ancient Graveyard.

Set an Explore Flag west of the Trading Post to reveal another Ancient Graveyard. Set an Attack Flag with a small reward to attract some of the nearby heroes to quickly tear it down.

Go back to your town and build a Hall of Lords. Hire your three highest level Lords. The big fight is approaching, and you need as much firepower as you can get. Make sure you've upgraded your Blacksmith and researched all masterwork armor and weapons, that you've upgraded all your guilds and researched all your heroes' abilities, and that you've researched all items available at the Marketplace and Magic Bazaar. Give your heroes some time to stock up on new gear. You can also create new parties with the Blademasters and Lords.

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Single Missions

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NOTE

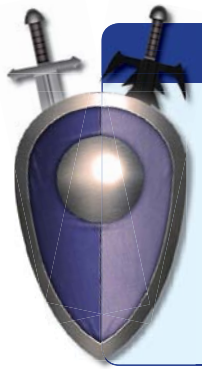
There is another Trading Post to the west, as well as a final Ancient Graveyard. You can try to take them if you feel a need to be thorough in your destruction, but it can be very difficult to do so without waking the Ogre. His sleeping location changes over time, so if he is a safe distance from the graveyard, go ahead and attack.

Remove any remaining Fear Flags to the west and set an Attack Flag on the Ogre. Use all your gold when setting the reward.

If heroes are dying, keep the Graveyard menu open so you can resurrect them without having to scroll back and forth.

When Grendar is killed, the mission ends.

Grendar has 25,000 hit points, so the battle can take a bit of time. Some of your heroes will die. Don't waste money resurrecting low-level heroes if your gold is running low. Do resurrect high-level heroes, especially Lords, if they fall. Keep the Graveyard menu open on screen so you don't need to keep scrolling back to town when you need to resurrect. Grendar is strong, but he is slow and tends to only attack the heroes directly in front of him, so your heroes with ranged attacks should be relatively safe during the fight. When Grendar finally succumbs to your heroes' might, the mission ends. You now have access to the Elven Bungalow in future missions, with the sole exception being the next mission, Shadow of the Past.



Grendar the Ogre

Level: 30
Hit Points: 25,000
Attack: 120 (melee)
Melee Protection: 30
Ranged Protection: 50
Magic Protection: 75
Special: Imperturbability (immune to special attacks, abilities, and kicks)

NOTE

When selecting a Lord at the end of the mission, choose an Elf if one is available. You won't have access to Elves in the next mission, so having one available can be helpful.

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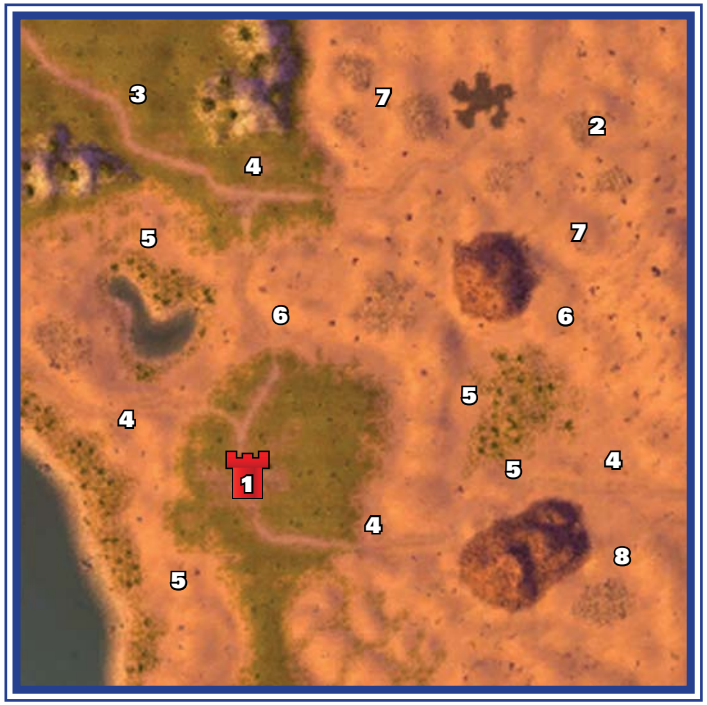
Campaign Mission: Shadow of the Past



1. **Royal Palace**
2. **Andrevus's Tower**
3. **Dwarven Settlement**
4. **Trading Post**
5. **Wolves' Den**
6. **Minotaur Pyramid**
7. **Seat of the Elementals**
8. **Hermit's House**

Difficulty: Advanced

Prerequisites: The Baron's Bill

Starting Gold: 2,000

Main Objectives:

- Destroy Andrevus's Tower
- Kill the Dark Mage

Additional Objectives:

- Ensure support of Dwarves
- Stop the Dark Mage's madness

Your palace is in the southwest corner of the map. Andrevus's Tower, your final target, is in the northeast corner. Once you've upgraded your Blacksmith to Level 2, you'll be able to acquire Dwarves. Their settlement is in the northwest corner. There are four Trading Posts. The first is east of your starting point, and the second lies northwest. A third Trading Post is at the north border to the map, east of the Dwarven Settlement. The major threats are wolves, minotaurs, fire elementals, and werewolves. The latter two are the most dangerous. There are two Seats of the Elementals; one near the Trading Post on the north border, and one on the far east side of the map. The Hermit's House, which produces werewolves, is in the southeast corner of the map. The fourth Trading Post is located just north of the Hermit's House.

A powerful mage begins attacking your palace as soon as the mission begins.

There has been activity in the tower that was the former home to a terrifyingly powerful Dark Mage named Andrevus. There is fear that Andrevus has returned. Your goal is to investigate the tower and put an end to whatever sinister activity is occurring.

You begin this mission with very little gold and a powerful Dark Mage attacking your castle. The mage continues to attack periodically, appearing as a giant apparition, doing some major damage to your palace, and vanishing before you can do anything about it. You can do something to prevent these attacks, but you need to earn a bit of gold first. Once you've put an end to his direct assaults, you need to build up an army of heroes and take the fight to Andrevus's Tower in the northeast corner of the map. You can enlist the aid of Dwarves in this mission. Dwarves are powerful melee fighters, and they join your cause after you've upgraded your Blacksmith to Level 2.

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Single Missions

Build the Marketplace south of your palace and a Rangers Guild southwest of your palace to avoid damage from the mage's attacks.

Build a Guardhouse near your Marketplace to speed money collection and keep your Tax Collector away from the Dark Mage.

First, build a Marketplace and a Rangers Guild. Build a Guardhouse near the Marketplace. Tax Collectors can drop gold at the tower, which prevents them from having to walk back to your palace and risk getting killed by the mage en route. If a Tax Collector gets killed while carrying your taxes, you lose that money. When the Rangers Guild is built, hire three Rangers. You'll build more Guilds shortly, but for now the three Rangers can start exploring while you get some money rolling in.

There's a Wolves' Den southwest of your palace.

Explore east to find another Wolves' Den.

Your buildings may have revealed the Wolves' Den to the south. If not, set an Explore Flag with a 100 gold reward southwest of your buildings. Set an Attack Flag on the Wolves' Den so that all your Rangers attack. It may take them a bit to destroy the den, but they'll quickly kill the wolves that emerge. Explore to the southeast of your palace to find another Wolves' Den. Again, place an Attack Flag on the den and increase the reward until all your Rangers attack.

Build a Warriors Guild and hire some Warriors.

There's a Trading Post to the east, at the edge of the desert.

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Single Missions

Build the Trading Post and upgrade it, then build a Guardhouse nearby.

While your Rangers are attacking the second Wolves' Den, build a Warriors Guild and hire three Warriors. After the second Wolves' Den is destroyed, set an Explore Flag to the east. You come to the edge of a large desert. There is a Trading Post here. Build the Trading Post and upgrade it to Level 2. It may come under attack from wolves while it is being built. If so, place a Defend Flag on it to protect it until it is complete. Don't place the flag unless it is necessary. You need to save your gold for more guilds. As the Trading Post is being constructed, build a Guardhouse nearby. The Trading Posts in this mission are under constant threat, so be sure to check back regularly to make sure they aren't in danger of being destroyed. At this point, a Sewer will have appeared in your town. Build a Guardhouse near the opening.

Caution

There are many high-level creatures on this map. Check in on your Trading Posts regularly. If they are under attack, place a Defense Flag on them to keep them standing.

Build a Wizards Guild near your palace, and upgrade it to Level 2 as soon as it's complete.

The income from the Trading Post gives you enough to start building up your town. You should have enough to build a Wizards Guild. If you don't, do not build anything until you have the required 1,000 gold for the guild. Build one near your palace. As soon as the Wizards Guild is finished, upgrade it to Level 2. The upgraded Wizards Guild puts a stop to the Dark Mage's attacks. You can research Weapon Enchantments and Fireball at the Wizards Guild if you have enough gold, but your first priority is to build a Clerics Guild.

Build a Clerics Guild and begin hiring Clerics.

Research health and mana potions at the Marketplace.

Set an Explore Flag northwest of your palace.

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Single Missions

Build a Clerics Guild south of your palace, near your Rangers and Warriors Guilds. Hire however many Clerics you can afford. As your Clerics are being hired, save your gold until you can research health and mana potions at the Marketplace. (Also research the Amulet of Regeneration if you have enough gold. If not, wait until you've built a second Trading Post.) With the income from the potions and the Trading Post, gold should be rolling in at a more comfortable rate. Use some of this gold to place an Explore Flag northwest of your palace. A reward of 200 gold should be enough to attract one of your Rangers, all of whom should have gained some decent experience by this point.

Set an Explore Flag northwest of your palace to reveal a second Trading Post.

As you explore the area north of your palace, begin hiring Mages and build a Rogues Guild.

There is a Trading Post northwest of your palace, just south of a small oasis. Build the Trading Post and upgrade it to Level 2. As with the previous Trading Post, only set a Defense Flag if the post is under attack. There are wolves and minotaurs around, but don't waste the money on a Defend Flag unless it is necessary. You need to save 2,000 gold to upgrade your palace to Level 2. As the Trading Post is being built, begin hiring Mages. Build a Rogues Guild near your other guilds. Research Poison Oil and Poisoning, and hire three Rogues.

Explore east of the Trading Post to find a Minotaur Pyramid.

There is a Wolves' Den north of the Trading Post.

Set an Explore Flag east of your new Trading Post. There is a Minotaur Pyramid here. Set an Attack Flag with a moderate reward on it. Ideally, you want one or two higher-level characters, as well as some of your Mages and Rogues, to attack the pyramid. Your Mages will prove especially helpful as you begin moving farther into the map, and your Rogues can help explore as you move to the east and northeast. Set an Explore Flag north of your new Trading Post. There is a Wolves' Den on the opposite side of the oasis. Set an Attack Flag with a moderate reward on this Den. Again, you want one or two higher-level characters and some Mages and Rogues to accompany them.

Caution

Remember to check your Trading Posts! Your first Trading Post may come under attack from a werewolf, several of which roam the area east of your palace. Werewolves are Level 15 beasts and immune to heroes' special abilities. A werewolf can rip through your Guardhouse and Trading Post without taking much damage. If one of these beasts attacks your post, set an Attack Flag with a high reward on it as soon as you can.

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- Mortal Foibles of Kings
- The Royal Feat
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Single Missions

Build a Blacksmith and begin researching improved weapons and armor.

Upgrade your palace to Level 2.

The Dwarven Settlement is to the north, but you haven't met the requirements to enlist their aid yet. It's time to do so now. Upgrade your palace to Level 2, and build a Blacksmith somewhere west or southwest of your palace. As your palace is being upgraded, research improved weapons and armor at the Blacksmith. When your palace upgrade is finished, upgrade your Blacksmith to Level 2. As your Blacksmith is being upgraded, begin upgrading your guilds to Level 2 and researching their associated new abilities. When the Blacksmith is upgraded, the Dwarves join your cause.

Upgrade your Blacksmith to Level 2.

When the Blacksmith is upgraded, the Dwarves are sufficiently impressed to join you.

Explore east of the Dwarven Settlement to find a third Trading Post.

Build a Dwarven Tower and a Wizard's Tower, or Guardhouse, east of the Trading Post.

Dwarves are great fighters, and you automatically get three Dwarf heroes when the Blacksmith is upgraded. Like Wizards Guilds and Elven Bungalows, Dwarven Settlements have special abilities available at Level 1. Select the Dwarven Settlement and begin researching the Destruction and Smashing Blow abilities.

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Single Missions

Set an Explore Flag east of the Dwarven Settlement, at the southern base of the mountains. There is a third Trading Post here. Begin building the Trading Post, and set a Defense Flag on it. Add a moderate reward, enough to attract a Dwarf or two, as well as some of your other heroes. This Trading Post is difficult to keep active, so save your gold as it is being built and upgraded. When you have 1,000 gold, build a Dwarven Tower east of the Post. Build a Wizard's Tower or a Guardhouse near the Dwarven Tower. If you choose the Guardhouse, upgrade it when it is complete.

Explore the uncovered area directly northeast of the new Trading Post.

Set an Attack Flag with a high reward on the Seat of the Elementals.

Your new Trading Post will come under attack fairly often. But you can reduce the threat by taking out the Seat of the Elementals to the northeast. Set an Explore Flag directly to the northeast of the Trading Post. Remove the Defense Flag from the post if you haven't already. Increase the reward on the Explore Flag and watch your hero portraits; stop increasing the reward when a hero takes the quest.

When the Seat of the Elementals is revealed, set an Attack Flag and set a moderate reward on any elementals in the area. This Seat of the Elementals produces fire elementals, Level 15 magical creatures who, like werewolves, are immune to your heroes' special abilities. Then set an Attack Flag with a high reward on the Seat of the Elementals. When the Seat of the Elementals is destroyed, it's time to concentrate on forming parties and outfitting your heroes with some better gear.

Begin upgrading your guilds.

Build and upgrade an Inn, and research parties.

Research masterwork weapons and armor at the Blacksmith.

Build a Magic Bazaar near your Marketplace.

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Single Missions

You should now have a good stream of gold coming in from your three Trading Posts. If your caravans are being attacked, you can set Defense Flags on them. This not only protects your caravans, it keeps your heroes occupied as you begin upgrading your town. First, upgrade your guilds. The Warriors Guild, Rangers Guild, and Clerics Guild can be upgraded to Level 3. The Rogues Guild and Wizards Guild can be upgraded to Level 2, if they haven't already. The Dwarven Settlement can be upgraded to Level 2, which grants you access to the Stone Blood ability. Stone Blood gives Dwarves added defense against magic attacks. This will prove very important during the final assault on Andrevus's Tower.

As your guilds are upgraded, begin researching masterwork armor and weapons at the Blacksmith. Upgrade your Marketplace, and research the Ring of Protection.

Build an Inn and upgrade it to Level 2. Research parties, then begin forming parties. Remember that you want well-balanced parties when possible. You also can create fighter-heavy parties with Warriors and Dwarves together, with a healer in each party to keep the fighters alive.

Begin researching the newly unlocked abilities at your guilds, and build a Magic Bazaar near your Marketplace. Begin researching potions at the Magic Bazaar as you acquire the gold to do so.

NOTE

These upgrades require a fair amount of gold. They can be started as you venture out to the north and east. You should be spending your gold as quickly as you earn it. Having a large stockpile of gold before you've researched all abilities and items is just wasting time. Your heroes only benefit from the new items, and that money comes back into your economy as they purchase the new goods available.

Begin exploring the area east of your town. There is a Wolves' Den near a line of trees to the east.

A second Wolves' Den can be found directly to the southeast.

Set an Explore Flag just east of the center of the map. Increase the reward until one of your Rogues or Rangers starts heading that way. There is a Wolves' Den here. Set an Attack Flag on the den. You don't need too many heroes to take it down, but set a moderate reward to make sure a few high-level characters are interested. There are old wolves in the area (and possibly some werewolves) and you don't want low-level characters heading out into the desert alone.

TIP

At this point, consider building a second Dwarven Settlement, as well as a second Clerics Guild, if you have the gold. Upgrade the Dwarven Settlement and research Stone Blood. Dwarves, especially with the added magic resistance of Stone Blood, will be very useful in the final assault.

Set an Explore Flag to the southeast of the recently destroyed Wolves' Den. There is a second Wolves' Den close by. Place an Attack Flag with a high reward. The Wolves' Den does not require a large number of heroes, but the next fight will, and you want your heroes headed in this direction. As you attack the Wolves' Den, you will very likely be attacked by a werewolf. If so, set an Attack Flag with a high reward on the werewolf so that as many heroes as possible take part in the fight.

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Single Missions

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Explore the southeast corner of the map to find the Hermit's House.

Set an Attack Flag on the Hermit's House and give it a very high reward.

Place an Explore Flag in the southeast corner of the map. As the area is uncovered, you see a Hermit's House. This is the source of the werewolves. Set an Attack Flag on the House and set a very high reward. When the house is destroyed, another werewolf emerges. Again, place an Attack Flag on the werewolf to encourage as many heroes as possible to stick around and finish it off.

There is a Trading Post near the Hermit's House.

Begin building the Trading Post north of the Hermit's House. Set a Defense Flag and keep the flag in place until the building has been upgraded and you've build a tower nearby. If you can afford a Dwarven Tower, that is idea, but a Guardhouse should be enough to keep the Trading Post standing until you can eliminate the threats to the north.

Build a Hall of Lords.

Most of your heroes head back to town to stock up on new items. As they do, research any remaining potions and hero abilities, and build a Hall of Lords. Try to hire your two highest-level Warrior Lords (if you have two), and at least one Cleric Lord.

Attack the Minotaur Pyramid to the north of the Trading Post.

Then move on to the Seat of the Elementals north of the Trading Post.

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Single Missions

Set an Explore Flag with a moderate reward north of your new Trading Post. There is a Minotaur Pyramid nearby. Set an Attack Flag on the pyramid. At this point, a Minotaur Pyramid is no challenge at all for your heroes, so a small group of heroes should take it out very quickly, along with any occupants and defenders. Explore north of the pyramid to find another Seat of the Elementals. While tougher than a Minotaur Pyramid, the Seat of the Elementals shouldn't prove too tough for a small party of your heroes. Just make sure the reward on the Attack Flag is high enough to attract a party or two, and not just some stray Rogues who will run at the first sign of trouble.

As your heroes destroy the Seat of the Elementals, set a Fear Flag to the north. You aren't quite ready to proceed yet. Make sure you've researched all potions, abilities, and items, and allow your heroes a chance to return to town to stock up.

There is a Seat of the Elementals southeast of Andrevus's Tower. Your best option is to ignore it.

The Wizard's Towers around Andrevus's Tower are very effective defenses. Make sure your heroes are in parties, or they will simply be killed off one by one as they approach.

When your heroes are done shopping, it's time to assault Andrevus's Tower. There are five defensive towers around the main tower. All six buildings fire very powerful magic attacks at your heroes. Because of this, your initial foray is most likely going to end in a fair amount of dead heroes. Try to save up a bit of gold before attacking to ensure you can afford to resurrect your higher-level heroes as soon as possible.

Set a very high reward on one of the two front towers. Keep raising the reward until almost all your heroes are rushing into battle. There is a Seat of the Elementals to the southeast. Ignore it. The fire elementals are a nuisance, but the towers are much deadlier and should be your primary focus.

When all, or most, of the defensive towers are destroyed, set an Attack Flag on Andrevus's Tower.

Because your heroes will attack anything that is attacking them, it's likely they will automatically begin attacking the other defensive towers and Andrevus's Tower on their own. Try to get as many of the defensive towers down before Andrevus's Tower is destroyed. Your heroes may begin attacking the main tower before all the defensive towers are down, and if it is destroyed first, it makes the final battle more difficult.

Keep the Resurrection menu open as you near the end of the fight to quickly resurrect any fallen heroes.

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Single Missions

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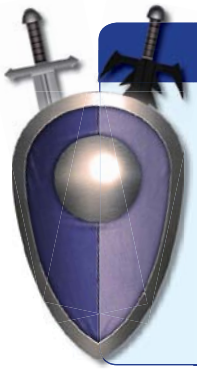
When Andrevus's Tower falls, you must fight the Dark Mage.

If you manage to eliminate the defensive towers before Andrevus's Tower is destroyed, set an Attack Flag on Andrevus's Tower. Set a high reward; you need to keep your heroes in the immediate vicinity. When the tower is destroyed, the Dark Mage emerges. It is not the legendary Andrevus, but an imposter, He is Level 30, and has 25,000 hit points. Set an Attack Flag on him and increase the reward until your coffers are empty. He should be fairly easy to take down once your melee fighters move in and begin hammering away at him.



The Dark Mage

Level: 30
Hit Points: 25,000
Attack: 150 (magic)
Melee Protection: 0
Ranged Protection: 0
Magic Protection: 50
Special: Mana Worm (slowly reduces mana over time)

Campaign Mission: Mortal Foibles of Kings

1. **Royal Palace**
2. **Port**
3. **Sewer**
4. **Trading Post**
5. **Bear Den**
6. **Ancient Graveyard**
7. **Bearmen Den**

Difficulty: Advanced

Prerequisites: The Big Trouble, Shadow of the Past

Starting Gold: 3,000

Main Objective:
- Get rid of the King Rat

Additional Objectives:
- Reach the port
- Protect the caravan

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- The Baron's Bill
- The Big Trouble
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Single Missions

Your Royal Palace is situated between four Sewer entrances, so it is under attack from rats almost immediately. Getting a defensive infrastructure is your first priority. As you start to explore, you want to concentrate on the south and southeast first, where several Ancient Graveyards surround a Trading Post. There are several Bear Dens northeast of your town, and two more to the west. Another Trading Post is located along the road north of your town, and Ancient Graveyards and a Bear Den are located nearby. Two more Trading Posts can be found along the road to the west. The first is very close to town, near yet another Ancient Graveyard. The fourth Trading Post is just south of the port, which is in the northwest corner. Reaching the port is your first mission objective. The biggest threat on the map is the Bearmen Den southeast of the port. Bearmen are very tough opponents, so this area should be approached only after you've amassed several high-level heroes.

As in the previous (and the next) mission, you begin with your town under siege. This time it's from a rat. But this is no ordinary rat: This is King Rat the Fifth. There are four Sewer entrances near your palace, one in each of the cardinal directions. The King Rat is more of a nuisance than anything. He pops out, does some major damage to a structure or two, then disappears back into the Sewers. You won't have time to attack him while he is on the surface, so you need to find a way to lure him out and away from a quick exit. You'll find what you're looking for when you reach the port to the northwest. You need to build a large band of strong heroes before you reach the port so you can deal with the King Rat once he is out in the open.

Wait for the King Rat to appear and make his first attack before you begin building.

Build three Guardhouses around your palace.

The King Rat attacks almost as soon as the mission begins. Wait for him to return to the Sewer before you begin building. When he is gone, build three Guardhouses. One to the east, one to the south, and one to the west. Leave room for a Marketplace between your palace and your Guardhouse to the east. You will build a fourth Guardhouse very soon, but for now these three towers will keep your palace fairly well protected.

Build a Marketplace east of your palace.

Construct a Rangers Guild and a Warriors Guild on the hill east of your town.

Attack the Bear Den to the northeast of town.

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Single Missions

Place a Marketplace east of your palace. Typically, you would want to build it out of harm's way. But the King Rat won't do enough damage to completely destroy the Marketplace, and as long as you aren't overrun by the other vermin issuing from the Sewers, it's safer to keep it close. The wilderness around your palace is very dangerous, and the Marketplace is safer sitting close to the palace and the nearby Guardhouses.

Next, build a Rangers Guild and a Warriors Guild east of the Marketplace. Hire two Rangers and two Warriors.

You should already see a Bear Den northeast of town. Set an Attack Flag on the Den with a 100 or 200 gold reward. While your heroes are occupied with the Bear Den, hire another Ranger and another Warrior.

Build a fourth Guardhouse near the Sewer entrance to the north.

Build a Clerics Guild to the east.

You should have a bit of gold collected from your buildings and Marketplace. Use this to build a fourth Guardhouse near the Sewer entrance to the north. Also build a Clerics Guild near the other guilds. Your town is probably crawling with rats and, possibly, skeletons moving in from the south. Allow your Warriors and Rangers to take out some of these as they wander around. Begin hiring Clerics when you have enough gold to do so.

Attack the Ancient Graveyard south of town.

In addition to the rats crawling out from the Sewers, there are skeletons attacking from the south. The most obvious threat is an Ancient Graveyard that is already visible south of your palace. Set an Attack Flag on the graveyard. As your heroes attack the graveyard, continue hiring Clerics until you have three.

You should also research health and mana potions as soon as possible.

Explore to the southeast to find another Ancient Graveyard.

There is a Trading Post immediately southwest of this graveyard.

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Single Missions

Set an Explore Flag southeast of town. There is another Ancient Graveyard here, as well as a Trading Post a bit farther down the road. Set an Attack Flag on the graveyard. Don't build the Trading Post until the graveyard is destroyed. As soon as the graveyard and its occupants are eliminated, begin building the Trading Post. Set a Defense Flag with a moderate reward on the post and keep it there even after it has been built. Upgrade the Trading Post to Level 2 as soon as it is complete.

Build a Wizards Guild.

Begin upgrading your Guardhouses. Start with the tower closest to any new Sewer entrances that have appeared.

Build a Rogues Guild.

Build a Wizards Guild southeast of town. Research Fireball. If you can afford to begin hire Mages, do so. If not, begin as soon as you have the required 500 gold. You also should begin upgrading your Guardhouses. New Sewer entrances will have opened as you were attacking the graveyards. Upgrade the Guardhouse near the most entrances first. Build a Rogues Guild. Research Poisoning and begin hiring Rogues.

There is an Ancient Graveyard directly south of the Trading Post.

Another graveyard lies west of the Trading Post.

Explore the area south of the Trading Post. There is an Ancient Graveyard here. Set an Attack Flag. Increase the reward until some higher-level characters show interest, and your Rogues and Mages aren't the only heroes who respond. Remove the Defense Flag from the Trading Post. The heroes guarding the post should move down to attack the graveyard. As your heroes attack this graveyard, set an Explore Flag to the west of the Trading Post. There is another graveyard here, on a small island in the middle of the swamp. Set an Attack Flag on it and raise the reward. Your heroes move to this flag when the other graveyard is destroyed.

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Single Missions

While your heroes are destroying the Ancient Graveyards to the south, begin researching new items for them to purchase.

Build a Blacksmith and begin researching improved weapons and armor. Research Weapon Enchantment at the Wizards Guild, and Poison Oil at the Rogues Guild. If you haven't researched the Amulet of Regeneration at the Marketplace, do so now. When your heroes finish with the Ancient Graveyards, they return to town and begin stocking up on new and improved goods.

Upgrade your palace to Level 2.

Explore the area northeast of your palace and attack the two Bear Dens.

Build an Inn and upgrade it, then research party creation.

The influx of money from your heroes and the Trading Post should give you a good bit of gold. When you have 2,000 gold, upgrade your palace to Level 2. As the palace is upgrading, build an Inn.

Set an Explore Flag northeast of town. There is a Bear Den on the east border of the map, and another Bear Den directly north. Set Attack Flags with moderate rewards on both dens. You should be able to take them simultaneously.

When your palace is Level 2, upgrade your Inn to Level 2 and research party formation, then create at least three parties. If possible, make sure each party has a Cleric, a Warrior, and a Mage. Rangers or Rogues can make up the fourth spot in each party.

Explore the area north of the palace. There's an Ancient Graveyard near the road.

There is a Trading Post just east of this graveyard.

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Single Missions

Set an Explore Flag in the unexplored area to the north. There is a road here, and there's a Trading Post on this road, directly north of your palace. To the west of the Trading Post is an Ancient Graveyard. Set an Attack Flag on the graveyard before building the Trading Post. When the graveyard is almost destroyed, begin building the Trading Post and set a Defense Flag. Add a moderate reward to the Defense Flag to keep a good number of heroes nearby as it is being built. Upgrade the Trading Post to Level 2 as soon as it is built. Keep the Defense Flag for now.

Build a Dwarven Settlement and an Elven Bungalow.

Explore the area northwest of town. There is an Ancient Graveyard here.

Build a Dwarven Settlement and an Elven Bungalow near your other guilds. Research the Level 1 abilities at each of these buildings, then begin hiring Dwarves and Elves. When you have three of each, select your Inn and create some parties that include your new heroes. Remember not to place Dwarves and Elves in the same party, as they may end up fighting each other instead of your target. Once you have at least two more parties, set an Explore Flag northwest of town. There is an Ancient Graveyard where the road forks to the west and south. Set an Attack Flag on the graveyard. Your Dwarves and Elves should come to attack.

Explore west of the graveyard. There is a third Trading Post here.

If you cannot see the Trading Post to the southwest of the graveyard, set an Explore Flag to the southwest. When the Trading Post is revealed, begin building it. Set a Defense Flag with a decent reward to attract your Elves and Dwarves to guard the post as it is built. Upgrade the Trading Post to Level 2, but leave the Defense Flag in place for now.

Begin upgrading your guilds.

Build some new towers around your town—either Wizard's Towers or, if you can afford them, Dwarven Towers.

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Single Missions

Build a Magic Bazaar.

You should have a good deal of income from your three Trading Posts. You want to start spending it as quickly as you can. Begin upgrading your guilds, including the Elven Bungalow and Dwarven Settlement, to Level 2. Build some Wizard's Towers or Dwarven Towers in the most heavily attacked areas of your town.

Now build a Magic Bazaar. As your buildings are upgraded, research the new items and abilities available. Research the Ring of Protection at the Marketplace, and begin researching masterwork weapons and armor at the Blacksmith. Next, begin researching the new hero abilities at the guilds. Wait until you have more income to begin researching potions at the bazaar. New equipment and abilities should take precedent.

Now it's time to clear out the rest of the map.

Explore the northeast corner of the map.

Remove the Defense Flag from the Trading Post north of town. Your heroes rush back to town and stock up on new equipment and abilities.

Set an Explore Flag to the northwest to reveal an Ancient Graveyard. Set an Attack Flag on the graveyard. Increase the reward until a few heroes show interest. They should have enough experience to destroy it quickly.

There is a Bear Den northwest of the Trading Post.

Upgrade your guilds to Level 3.

Set an Explore Flag to the northwest of the Trading Post. There is a Bear Den here. This den is producing great bears at this point, so you want to set a fairly high reward to attract as many heroes as possible.

As your heroes attack the Bear Den, begin upgrading your Warriors, Rangers, and Clerics Guilds to Level 3 and researching the new abilities. You also should finish researching masterwork weapons and armor if there are any items left to research. Finally, begin researching potions at the Magic Bazaar.

Explore the area directly west of town.

There are two Bear Dens. One is southeast of the Trading Post, the other is southwest.

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Single Missions

Build a Hall of Lords and hire three Lords.

Remove the Defense Flag from the Trading Post northwest of town. Your Elves and Dwarves should have gained some levels defending the post. Give them time to return to town and stock up on items. As they are returning, set an Explore Flag in the unexplored area west of town. There is a Bear Den southeast of the Trading Post. Set an Attack Flag on the den. The first den contains only standard bears and should prove no trouble at all. Set another Explore Flag to the west. There is a second Bear Den here. This den is home to great bears, so set a higher reward to attract a larger group of heroes. Once this Bear Den is destroyed, there's only one threat standing between you and the port.

Before setting out to meet the bearmen, build a Hall of Lords and hire three Lords. The highest-level Lord is not necessarily the best. A lower-level Dwarf is better than a slightly more experienced Warrior. You get what you pay for: Your most expensive Lords are your best, so hire the three most expensive if you can afford it.

A Bearmen Den sits just southeast of the port.

Before attacking the den, kill any bearmen lurking outside.

Set an Attack Flag on the Bearmen Den after any bearmen outside have been killed.

There is a large, gnarled tree southeast of the port. If you have not uncovered it yet, set an Explore Flag along the road southeast of the port. Place a Fear Flag on the Port for the moment. You need to keep your heroes clear of the port until the Bearmen Den is destroyed. When the Bearmen Den is visible, look for any bearmen wandering around nearby. If there are any bearmen, set Attack Flags on them with very high rewards. Bearmen are very tough. They are Level 20 and resist your heroes' special attacks. They also regenerate health, so you need to overpower them. Set an Attack Flag on the Bearmen Den with a very high reward. Your heroes will destroy the den very quickly, but another bearman will attack as soon as it falls. Set an Attack Flag on the bearman and increase the reward until most of your heroes stick around for the fight.

There is a Trading Post south of the port. You can build it if you want, but you likely have all the gold you need at this point.

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- The Engine of Commerce
- The Great Towers
- The Baron's Bill
- The Big Trouble
- Shadow of the Past
- Mortal Foibles of Kings
- The Royal Feat
- Life and Death
- Gold of Chyort
- Trouble of the Afterlife
- Eternal Love
- Bloody Offenses
- Pretenders to the Throne
- Demon's Advisor
- Return of His Majesty

Single Missions

Place an Explore Flag on the Inn near the port.

As soon as the caravan leaves the port, set a Defense Flag on it with a high reward.

Escort the caravan back to your town.

Now you should get one of your heroes to the port. Set an Explore Flag on The Long Road Hotel near the dock, and increase the reward until one of your heroes shows interest. When a hero reaches the port, a caravan immediately departs, headed for your town. Set a Defense Flag on the caravan and give it a very large reward. The caravan won't face much opposition on the road, but it will come under attack as it gets closer to town and the rodents that are constantly attacking.

The caravan's cargo is a huge chunk of cheese, which is dropped off northwest of town.

The King Rat is overcome by his desire for the cheese. Now you can attack him.

When the caravan reaches town, it drops its cargo northwest of town. Its cargo is a massive hunk of cheese. The King Rat cannot resist such a treat, and runs after it, leaving the safety of the Sewer entrances. Immediately set an Attack Flag on him and increase the reward until most of your heroes begin attacking.

Kill the King Rat.

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Single Missions

Defeating the King Rat is not too difficult, but can take a bit of time. He is Level 30 and has 20,000 hit points. He is also immune to special attacks and abilities. If you are having trouble, build a Dwarven Tower near the cheese while your heroes are fighting, But your heroes should be strong enough to take him down with very little difficulty.

NOTE

When you defeat the King Rat, you are given The Orb of Sidrian, the first of four great artifacts. When used, the Orb temporarily gives a significant boost to your economy.

King Rat the Fifth

Level: 30
Hit Points: 20,000
Attack: 100 (melee), 100 (magic)
Melee Protection: 20
Ranged Protection: 50
Magic Protection: 100

Campaign Mission: The Royal Feat

1. **Royal Palace**
2. **Cave of Rafnir**
3. **Witch's Hut**
4. **Ancient Temple**
5. **Trading Post**
6. **Snake's Nest**
7. **Minotaur Pyramid**
8. **Seat of the Elementals**

Difficulty: Advanced

Prerequisites: Mortal Foibles of Kings

Starting Gold: 4,000

Main Objective:
- Kill the dragon

Additional Objectives:
- Talk to the witch
- Destroy the Minotaur Pyramids
- Visit the Ancient Temple
- Kill all ghosts

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Campaign Missions
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Single Missions

Your Royal Palace is located near the south center of the map. You are surrounded by Snake's Nests on all sides. There is a Seat of the Elementals directly southeast of your starting point, which can pose a big problem if your heroes start wandering around it when they're at low levels. There are five Trading Posts on the map. Three of these are accessible early on: One southwest of your palace, one east, and one northeast. There are two more Trading Posts that are more difficult to reach and hold. One is located next to the Witch's Hut, and the other is at the base of the mountains in the northeast corner of the map.

The Cave of Rafnir, home to the dragon that is terrorizing the area, is located directly north of your palace, in the center of the map. You will not be able to attack Rafnir until you remove the magic protection that prevents it from taking damage. To do this, you must pay a visit to the Witch's Hut in the northwest corner of the map. The witch asks you to destroy the Minotaur Pyramids. There are three of these near her hut. When they are destroyed, she sends you to the Ancient Temple in the southwest corner of the map, where you must kill several ghosts. Then you can attack Rafnir.

Rafnir attacks repeatedly over the course of this mission.

Build your Marketplace and guilds south of your palace.

As in the previous missions, you are under attack from the very beginning. Unlike the previous missions, though, the attacks from the dragon Rafnir are more than just a nuisance. Rafnir can level almost any building it attacks. You won't be able to repel Rafnir until you have access to Dwarven Towers. The good news, at least relatively good, is that Rafnir's won't fly too far south before turning around and returning to his cave.

Build the Marketplace a good distance south of your palace and build a Guardhouse near the Marketplace. Then build a Warriors Guild, a Rangers Guild, and a Clerics Guild south of the Marketplace. Hire two of each hero type. As you collect taxes, hire one more of each hero type.

You begin this mission with an Inn east of your palace.

There is a Snake's Nest south of your palace.

Your buildings may have uncovered the Snake's Nest to the south. If not, set an Explore Flag right at the edge of the fog of war and add a 100 gold reward. There are many Snake's Nests on this map. Snake's Nests house winged serpents, which make up most of the enemies you face in this mission, and as time goes on they begin attacking your town in large numbers. One of your primary, if not official, goals is to eliminate all the Snake's Nests from the map.

Set an Attack Flag on the Snake's Nest and add a 100 or 200 gold reward. You want all your heroes to attack. Serpents are tough opponents at such a low level, but your heroes should manage to destroy the nest and its inhabitants—and they will gain some levels as they do so. Research health potions at the Marketplace as your heroes fight.

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Single Missions

Caution

There is a Seat of the Elementals southeast of your palace. If any of your heroes wanders too close, they likely will be instantly killed by the lightning elemental hunting nearby. Set a Fear Flag or two southeast of your palace to ensure your heroes don't wander over there until you are ready for them to fight the elementals.

Explore to the southwest to find a Trading Post.

There is a Snake's Nest west of this Trading Post. Destroy it before building the post.

Set an Explore Flag on the road southwest of your palace. There is a Trading Post here. Don't build it yet. Save your gold until after you destroy the Snake's Nest to the west. Explore to the west and set an Attack Flag on the Snake's Nest. Increase the reward until you have at least four heroes, including one at least Cleric, heading for the nest. When your heroes begin attacking the nest, build the Trading Post.

NOTE

If you keep exploring to the west, you discover a strange building. This is the Ancient Temple, the purpose of which will not be revealed until later in the mission.

Set an Explore Flag east of your guilds to uncover another Trading Post.

Attack the Snake's Nest north of your town.

There are two roads on the east side of your town. One is south of your palace, and leads directly east into the trees. The other leads northeast into the desert. Set an Explore Flag just outside your range of vision on the road leading directly east. There is a Trading Post here. Build it and upgrade it. Watch the exploring Ranger very carefully after he completes the quest. If he begins venturing south, toward the Seat of the Elementals, place another Fear Flag to drive him away.

While the second Trading Post is being built, explore just north of your town. There is another Snake's Nest here. Set an Attack Flag with a gold reward of 300 to 500 on the nest. This should attract enough heroes to destroy it. As before, it's best if there is at least one Cleric among the heroes responding to the flag.

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Single Missions

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Build a Blacksmith.

Build a Wizards Guild and a Rogues Guild.

Build a Blacksmith and research the Amulet of Regeneration at the Marketplace. As gold begins coming in from your Trading Posts, research improved weapons and armor. Also build a Wizards Guild and a Rogues Guild. Research Weapon Enchantment and Poison Oil. Then research Fireball and Poisoning, then begin hiring Mages and Rogues.

Attack the Snake's Nest northeast of town.

Explore to the northeast to find a third Trading Post.

Don't try to multitask in this mission, at least not at the beginning. As you attack each target, take them one at a time and increase the reward until most of your heroes respond. If you spread yourself too thin, you'll find your heroes getting killed very quickly. Set an Explore Flag on the road heading northeast away from your town. There is a Snake's Nest here and, to the northeast of the nest, a Trading Post. Set an Attack Flag on the nest. After it is destroyed, begin building the Trading Post. Build a Guardhouse west of the Trading Post. This will help protect it against Rafnir if he decides to fly this way.

Caution

Watch the southeast part of your town carefully. If one of the lightning elementals comes to close to your town, set an Attack Flag with a very high reward on it to bring all your heroes running.

Explore west to find another Snake's Nest.

Spend some time attacking any monsters that are attacking your town, and continue researching improved weapons and armor. Set an Explore Flag on the west side of the map. There is another Snake's Nest here. Add an Attack Flag and raise the reward until a large group of heroes runs over to attack. Minotaurs will have begun attacking, and this area of the map may be fairly dangerous, especially for your low-level Mages and Rogues.

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Single Missions

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Upgrade your palace to Level 2.

Upgrade your Blacksmith to Level 2 and build a Dwarven Settlement.

Attack the Seat of the Elementals.

As your heroes make their way back to town, upgrade your palace to Level 2. After the palace has been upgraded, upgrade your Blacksmith. Do not begin researching masterwork weapons and armor yet. Instead, begin building a Dwarven Settlement. As the Dwarven Settlement is being built, it's time to attack the Seat of the Elementals and put an end to that threat.

Build a Dwarven Tower north of your palace.

Upgrade your Marketplace and build an Elven Bungalow.

Upgrade your Inn and research party formation.

When your Dwarven Settlement is complete, build a Dwarven Tower north of your palace. The Dwarven Tower is strong enough to withstand Rafnir's attacks, and so it should make his sorties into your town a little less troublesome. If you can, build the tower close to any Sewers that have opened near your town. Rafnir makes it difficult to keep any Guardhouses standing, but the Dwarven Tower can both repel Rafnir and protect your town against rats.

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Single Missions

As gold comes in from your Trading Posts, begin researching masterwork weapons and armor. Upgrade your Marketplace to Level 2. Research the Ring of Protection. When you have enough gold, build an Elven Bungalow. Research the Level 1 abilities at the bungalow and at the Dwarven Settlement, and begin hiring Elves and Dwarves. You also should upgrade your Inn and research parties. Begin assembling parties before you make the final push to the northeast and northwest portions of the map.

If you haven't done so, begin upgrading your guilds to Level 2 and researching the new abilities as your gold allows.

Waves of serpents begin descending upon your town.

As you explore farther out, large waves of serpents begin moving in from the edges of the map and attacking your town. They come from all directions, and they'll continue coming until you have eliminated all Snake's Nests on the map. Set Attack Flags on several of the serpents. Your heroes will rush in and keep attacking once they are in the thick of it. The attacks are persistent, but there are short intervals between them. During breaks in the attacks, continue exploring to finish off the last of the nests.

Begin exploring the northeast portion of the map, and destroy the Snake's Nest near your Trading Post.

There is a Trading Post to the north, at the base of the mountains.

Set an Explore Flag to the northeast, just past your Trading Post. There is a Snake's Nest here. Set an Attack Flag with a high reward on the nest. As your heroes attack, set another Explore Flag near the edge of the map to the north of the nest. There is another Trading Post here. Build the Trading Post, upgrade it, and build a Dwarven Tower nearby to protect it. There may be a few Minotaurs wandering around the vicinity. If so, set a Defense Flag with a moderate reward on the Trading Post.

Explore northwest of your town to find the final Snake's Nest.

Set an Explore Flag northwest of town. There is a Snake's Nest at the base of the mountains, directly south of the Witch's Hut. Set an Attack Flag on the Snake's Nest and raise the reward until a large group of your heroes attacks. The waves of serpent attacks should dissipate once this final nest has been destroyed.

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Single Missions

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Begin your final upgrades on your guilds, and build a Magic Bazaar to research potions.

Before moving into the northwest, build a Magic Bazaar and begin upgrading your Warriors, Clerics, Rangers, and Rogues Guilds to Level 3. Upgrade your Elven Bungalow and Dwarven Settlement to Level 2. This is the first mission that gives you access to the Level 3 Rogues Guild, allowing you to research Stun and Solar Plexus Kick.

As you move forth and begin preparing for the battle with Rafnir, research the new hero abilities. Then begin researching potions at the bazaar. Keep spending money on research as you explore the northwest corner of the map.

Set an Explore Flag near the Witch's Hut and increase the reward until it attract several heroes.

Now it's time to pay a visit to the Witch's Hut. Set an Explore Flag near the hut and increase the reward until more than one hero shows interest. Your heroes don't need to reach the flag itself to alert the witch. They just need to enter the valley where her hut is situated. When the witch speaks to you, the entire area around her hut is revealed. There are three Minotaur Pyramids here. She tells you to destroy them for her. In exchange, she will tell you how to defeat Rafnir.

Destroy the Minotaur Pyramid south of the Witch's Hut.

Next, destroy the pyramids east and west of her hut.

Set an Attack Flag on the Minotaur Pyramid to the south of the Witch's Hut. Your heroes are powerful enough now that a very small group should be able to destroy the pyramid and any minotaurs that emerge. Attack the Minotaur Pyramids east and west of the hut next. You can attack them simultaneously, provided that you set high enough rewards on the Attack Flags that you can attract at least a small group to each pyramid.

There is a Trading Post east of the Witch's Hut. You can build it if you think you need the income, but you are very close to the final fight and it is most likely unnecessary.

When the Minotaur Pyramids are destroyed, the witch tells you that you must kill the ghosts at the Ancient Temple.

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Single Missions

Killing the five ghosts should be no trouble for your heroes.

Set an Explore Flag near the Ancient Temple in the southwest corner of the map. When a hero approaches, the ghosts appear. There are five ghosts, and they are fairly easy targets. They are each Level 10 and don't have any special resistances. Set Attack Flags on two or three of the ghosts and increase the reward until several heroes are headed that way. A small group of heroes can easily kill all five ghosts.

Attack the Cave of Rafnir.

Place an Attack Flag on Rafnir and spend your remaining money on the reward.

Killing the ghosts removes Rafnir's protection, and he is no longer invulnerable. Finish researching any potions and hero abilities that remain, then place an Attack Flag on the Cave of Rafnir. Do not attack Rafnir directly yet. He will retire to his cave if he takes too much damage, and he won't emerge until he is healed. As you attack his cave, serpents emerge and try to defend.

When the Cave of Rafnir has been destroyed, place an Attack Flag on the dragon and spend your remaining money on the reward. You want all of your heroes to join the fight. Rafnir is Level 30, with 25,000 hit points. He is invulnerable to special abilities and attacks, but your standard attacks should be enough. The fight will take some time, but your heroes should be able to take the dragon down without too many casualties. As always, keep the Resurrection menu open to quickly resurrect any heroes that die during the battle.

When Rafnir is defeated, you receive your second Great Artifact, the Mantle of Teevus. When used, the Mantle of Teevus restores health to all your heroes.

Rafnir

Level: 30
Hit Points: 25,000
Attack: 80 (melee), 80 (magic)
Melee Protection: 50
Ranged Protection: 50
Magic Protection: 100
Special: Imperturbability (immunity to special attacks, abilities, and kicks)

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Single Missions

Campaign Mission: Life and Death

1. Royal Palace
2. Holy Ground
3. Trading Post
4. Wolves' Den
5. Bear Den
6. Hermit's House
7. Bearmen Den
8. Dragon's Lair
9. Seat of the Elementals

Difficulty: Advanced

Prerequisites: The Royal Feat

Starting Gold: 3,500

Main Objectives:
- Build a Temple to Krypta or build a Temple to Agrela
- Destroy all Portals of Agrela or destroy all Portals of Krypta

Additional Objective:
- None

Your Royal Palace is flanked by Wolves' Dens to the south and northeast, and Bear Dens to the west. More importantly, there is a Hermit's House directly southeast of your town, and it should be avoided until your heroes have some experience under their belts. A Bearmen Den is located in the southwest corner. As with the Hermit's House, this area should be avoided until much later in the mission. There are five Trading Posts available. One is easily accessible southwest of town. A second, also easily accessible, is northwest. The third Trading Post is to the east of your palace, on the opposite side of the river running north-south through the center of the map. There are two Trading Posts on the north side of the map. One is in the northwest corner, and the other is on the east bank of the river. The Holy Ground on which you can build a temple is just across the river to the east. There is a Dragon's Lair on the far side of the mountains in the north, and Seats of the Elementals and Wolves' Dens are found throughout the east half of the map.

Build a Marketplace west of your palace, then build your first three guilds to the south.

This mission starts you in a tiny pocket of safety, but there are high-level creatures nearby. Build a Marketplace west of your palace, then build a Warriors Guild, a Rangers Guild, and a Clerics Guild to the south. Your guilds reveal a nearby Wolves' Den. Set an Attack Flag on the Den and set the reward to 100 gold. Now hire two Warriors, two Rangers, and two Clerics. They attack the den as they emerge from the guilds.

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Single Missions

Build a Guardhouse near the Sewer entrance that has appeared.

Explore to the southwest to find a Trading Post.

Research health potions, and build a Guardhouse near any Sewers that have opened up. Place an Explore Flag along the road to the southwest. There is a Trading Post here. Begin building the Trading Post, then explore the area immediately northwest. As you do, begin hiring one more Warrior, Cleric, and Ranger.

Place an Attack Flag on the Bear Den northwest of the Trading Post.

There is another Bear Den to the north.

Set an Attack Flag on the Bear Den northwest of the Trading Post. As your heroes attack the den, research mana potions. When the Bear Den is destroyed, set an Explore Flag in the dark area north of the den. There is another Bear Den here. Set an Attack Flag on this den and raise the reward until at least four of your heroes are interested.

Caution

Be careful as you move southwest. There is a Bearmen Den in the corner of the map. Set a Fear Flag on the area if your heroes get too close.

Set an Attack Flag on the Wolves' Den northeast of your town.

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Single Missions

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Build a Wizards Guild and a Rogues Guild.

There is a Wolves' Den northeast of your town. Place an Attack Flag on the den and raise the reward to 400 or 500 gold. While your heroes attack the den, research the Amulet of Regeneration at the Marketplace. Build a Wizards Guild and a Rogues Guild, then research Weapon Enchantment and Poison Oil.

Place an Explore Flag on the road northwest of town to find a second Trading Post.

Build a tower near this Trading Post.

There is a second Trading Post on the road northwest of town. When you build this post, higher-level creatures begin to attack from the north. Build a Guardhouse near the Trading Post and upgrade both when you have the gold.

Caution

There is a Hermit's House southeast of your town. Set a Fear Flag in the area if your heroes start wandering around this area.

Begin hiring Mages and Rogues.

Attack the dragon that moves in from the north.

Build a Blacksmith.

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Single Missions

Research Fireball at the Wizards Guild and Poisoning at the Rogues Guild. Begin hiring Mages and Rogues. Once you have three Mages and three Rogues, don't spend any more gold. A dragon flies in from the north and heads straight into town. Set a very high reward Attack Flag on the dragon. It will take your heroes a good amount of time to kill it, but as long as your Clerics are in the fight, you should be able to finish it off. You may lose some Mages or Rogues in the process, so resurrect them when you can.

Build a Blacksmith after the dragon is dead. Research improved weapons and armor as you accumulate the necessary gold. This is also a good time to build a Statue of the King.

Remove the Fear Flag to the southeast and attack any werewolves in the area.

Destroy the Hermit's House.

Another dragon flies in from the north.

Your heroes will have gained a fair amount of experience from fighting the dragon and can now take on the werewolves in the southeast. Remove the Fear Flag, then set an Attack Flag on any visible werewolves. The reward should be fairly high to attract your higher-level heroes. When the wandering werewolves are dead, set an Attack Flag on the Hermit's House and destroy it. Kill the werewolf that emerges from the rubble.

Another dragon will soon attack your town. As soon as it appears, place an Attack Flag on it and set a high reward on the flag.

Elementals may begin venturing into your town. Attack any that do.

Begin exploring to the east. There is a Trading Post near the fork in the road.

Attack the Wolves' Den east of the Trading Post.

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Single Missions

Set an Explore Flag across the river to the east. There is a Trading Post immediately north of the fork in the road. Build the post and upgrade it. Build a Guardhouse near the Trading Post. Set an Attack Flag on the Wolves' Den visible to the east. A small group can easily destroy the den. Explore the southeast corner of the map. There is another Wolves' Den here. Set an Attack Flag on it. Again, a small number of heroes can easily destroy it, although you want to make sure one or two high-level heroes come to the fight: There are old wolves in this den.

Upgrade the Blacksmith and Marketplace.

Build a Dwarven Tower along the road to the northwest.

It's time for more town upgrades. Upgrade the Blacksmith and Marketplace, then research the Ring of Protection at the Marketplace. Build a Dwarven Settlement. As soon as it is finished, build a Dwarven Tower along the road to the northwest, near the Trading Post. Research the Level 1 Dwarf abilities, then hire three Dwarves.

Explore to the southwest and attack any bearmen you encounter.

Your heroes should be strong enough to fight the bearmen to the southwest. If you haven't yet uncovered the den, set an Explore Flag in the southwest corner of the map. Set an Attack Flag with a high reward on any bearmen in the area. Again, you want your high-level heroes to attack, so watch their portraits to make sure it isn't only Rogues and Mages heading to the fight. When the area is cleared of bearmen, set an Attack Flag on the den. When it is destroyed, kill the bearman that emerges.

Build an Elven Bungalow and begin hiring Elves.

Research masterwork weapons and armor.

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- Royal Advisor's Mansion
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- The Great Towers
- The Baron's Bill
- The Big Trouble
- Shadow of the Past
- Mortal Foibles of Kings
- The Royal Feat
- Life and Death
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- Pretenders to the Throne
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Single Missions

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Build and upgrade an Inn.

When you have the necessary 2,500 gold, build an Elven Bungalow and research the Level 1 abilities. Begin hiring Elves. Also begin researching masterwork armor and weapons at this point. You also should build and upgrade an Inn. Research parties, and form three or four parties. As gold comes in from your Trading Posts, begin upgrading your guilds to Level 2 and researching the associated abilities.

Place an Explore Flag in the northwest corner of the map.

As you build the Trading Post, destroy the nearby Wolves' Den.

As you upgrade your town, set an Explore Flag in the northwest corner of the map, where you'll find a Trading Post and a Wolves' Den. Build and upgrade the Trading Post while your heroes destroy the Wolves' Den. You don't need much of a reward on the Attack Flag, a small group of heroes will destroy this den quite quickly.

Explore the central north portion of the map to find the Dragon's Lair.

Upgrade your palace to Level 3.

Set and Explore Flag at the north border of the map. There is a Dragon's Lair here. Set an Attack Flag with a moderate reward on the Dragon's Lair. As your heroes attack the lair, upgrade your palace to Level 3. You also should begin upgrading your guilds to Level 3. You can now upgrade the Wizards Guild, giving you access to the Whirlwind and Firestorm abilities.

Upgrade your Marketplace and Blacksmith to Level 3.

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Single Missions

Build a Magic Bazaar and begin researching potions.

When your palace is upgraded, upgrade the Blacksmith and Marketplace to Level 3. Research the Expert Amulet of Protection at the Marketplace, and begin researching expert weapons and armor at the Blacksmith. Research the newly available abilities at your upgraded guilds. Build a Magic Bazaar and begin researching potions once the other upgrades and research are complete.

Build the Trading Post and attack the Seat of the Elementals.

Set an Explore Flag at the north border of the map, to the east of the river. You reveal a Trading Post near a Seat of the Elementals. Set an Attack Flag on the Seat of the Elementals. When your heroes begin attacking it, begin building the Trading Post. Upgrade the post after it is built.

The Holy Ground, where you can build your temple, is on the road east of the river.

Before you build a temple, finishing exploring the map. There is a Wolves' Den northeast of the Holy Ground.

There's a Seat of the Elementals in the northeast corner.

Another Seat of the Elementals can be found on the east border of the map.

Set an Explore Flag in the dark area to the east, just across the river. The Holy Ground is here, guarded by lightning elementals. Place Attack Flags on the elementals, but do not build a temple on the Holy Ground yet. You want to finish clearing the map first. There is a Wolves' Den directly north of the Holy Ground, a Seat of the Elementals in the northeast corner, and another Seat of the Elementals on the east border. Set Attack Flags on all of these and raise the rewards until a few heroes show interest. You should have no trouble eliminating them with two or three heroes at each location.

Now you must choose which temple to build. You have two choices: The Temple to Krypta or the Temple to Agrela. Which temple you choose affects the final battles of the mission.

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Single Missions

NOTE

The choice you make does not affect the availability of these temples in future missions. Either choice is fine, though building the Temple to Agrela leads to slightly more difficult battles after the temple is complete.

You can choose to build the Temple to Krypta.

If you choose the Temple to Krypta, you are immediately given two Priestesses of Krypta.

To complete the mission, you must destroy the seven Portals of Agrela.

Each of the portals houses five Priestesses of Agrela.

If you choose to build the Temple to Krypta, Agrela declares war on you. You are given two Level 11 Priestesses of Krypta. You also can research the Plague and Ravage spell at the temple.

Seven Portals of Agrela appear on the map. These portals produce Level 5 Priestesses of Agrela. There are two portals near your town. Attack these first. Each portal has five Priestess of Agrela who emerge when the portal is destroyed, They are not particularly tough, and your heroes should be able to dispense with them easily. Because of this, you can attack multiple portals simultaneously.

Building the Temple to Agrela opens Portals of Krypta.

The Portals of Krypta are Ancient Graveyards.

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Single Missions

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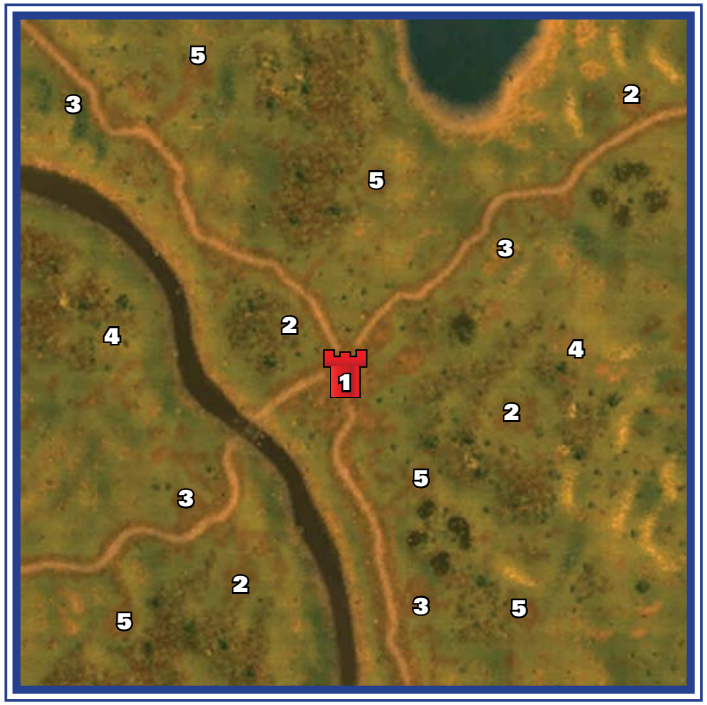
Two Priestesses of Agrela join you.

You must destroy the seven Portals of Krypta to complete the mission.

If you choose the Temple to Agrela, you are immediately given two Level 11 Priestesses of Agrela. They are powerful healers. You can also research the Resurrection spell at the temple, which allows you to immediately resurrect fallen heroes for a fixed cost, as opposed to the level-based cost at the graveyard.

When you build the Temple to Agrela, seven Portals of Krypta appear on the map. As with the Portals of Agrela, there are two near your town. Attack these first. Each Portal of Krypta contains five skeletons, three zombies, three skeleton archers, and one vampire. While these shouldn't prove too difficult for your heroes, you should take them one at a time. The portals also will be producing undead that move toward your town. You do not need to attack these. Instead, concentrate on the portals and their inhabitants. When all seven portals are razed, the mission ends.

Campaign Mission: Gold of Chyort



1. Royal Palace
2. Rogues House
3. Trading Post
4. Holy Ground
5. Minotaur Pyramid

Difficulty: Advanced
Prerequisites: Life and Death
Starting Gold: 3,500
Main Objective:
- Save up enough gold

Additional Objectives:
- Destroy all Rogues Houses
- Escort Erich the Merchant

Campaign Missions
- Royal Advisor's Mansion
- The Engine of Commerce
- The Great Towers
- The Baron's Bill
- The Big Trouble
- Shadow of the Past
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Single Missions

You begin in the center of the map. Because your goal is to collect gold, Trading Posts are one of the two most important locations on the map. There are four Trading Posts. The closest to your starting point is to the west, just across the river. There is a second Trading Post in the northwest corner. A third can be found along the road south of your Royal Palace. The fourth Trading Post is to the east. This fourth Trading Post is also the start of the Escort Erich the Merchant objective. The other important locations on the map are the Rogues Houses. Your must eliminate all four to complete the optional Destroy all Rogues Houses quest. The first Rogues House is visible from the beginning; it lies northwest of your palace. The next Rogues House is southwest, near the Trading Post. The third Rogues House is southeast of your palace, and the fourth is in the northeast corner of the map. The only enemy lairs on the map are Minotaur Pyramids. The most dangerous of these is near the southern border of the map. This pyramid produces black minotaurs, which are much tougher than regular minotaurs. There are also two Holy Ground locations on the map, but you will have satisfied the primary mission objective before you have a chance to build temples.

Your primary goal in this mission is to amass 35,000 gold in fewer than 35 days. Though this can seem like a daunting task, based on how fast you've spent money in previous missions, you should be able to save the required gold with plenty of time to spare. The key is to only spend what is absolutely necessary.

Build a Marketplace west of your palace, and build your guilds north of the palace.

Set an Attack Flag on the Rogues House to the northwest.

Build a Marketplace west of your palace, then build a Warriors Guild, a Rangers Guild, and a Clerics Guild north of your palace. Hire three of each hero type. A Rogues House is visible northwest of your palace. Set an Attack Flag with a 100 or 200 gold reward on the house. Your heroes begin attacking the house as soon as they are hired. When the house is destroyed, you are given a large sum of gold.

Every time you destroy a Rogues House, you are given a 5,000 gold reward.

Build a Wizards Guild and a Rogues Guild with your new gold.

Build a Statue of the King and a Blacksmith, and begin researching improved armor and weapons.

The influx of gold allows you to build several new structures at once. First, build a Wizards Guild and a Rogues Guild north of your palace. Build a Blacksmith to the east or south of your palace. Build a Statue of the King anywhere there is room. You also should build a Guardhouse near the Sewer entrance that has appeared near your palace. Research health and mana potions at the Marketplace.

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Single Missions

When the Wizards Guild is complete, research Weapon Enchantment. Research Poison Oil at the Rogues Guild when it is built. Begin researching improved weapons and armor at the Blacksmith. This will deplete most of the gold you've earned, but use whatever remains to research Fireball and begin hiring Mages. Hire Mages as your tax money comes in. When you have three Mages, research Poisoning and hire three Rogues.

Set an Explore Flag to the west to reveal a Trading Post.

There is another Rogues House south of the Trading Post.

You now want to explore the area west of your palace. You find a river to the west, and directly across the river is a Trading Post. To gain control of the post, you must completely uncover the fog of war surrounding it. You do not need to build Trading Posts in this mission. They are already constructed and upgraded. When you find them, they immediately come under your control. If they are destroyed, you can rebuild them.

Explore south of the Trading Post. There is another Rogues House here. Set an Attack Flag on the Rogues House, and set the reward at 500 gold. This should attract a large enough group of heroes to quickly raze the house. You gain another 5,000 gold. Use this gold to finish researching any remaining items at the Blacksmith and the Marketplace. You can now begin upgrading your guilds and researching the Level 2 abilities for each of your hero classes.

Rogues Houses contain enemy rogues and rangers. The experience level of the enemies in Rogues Houses increases as the mission progresses.

Attack the Minotaur Pyramid south of your palace.

The third Rogues House is east of the pyramid.

Set an Explore Flag south of your palace. There is a Minotaur Pyramid very close to your town. Set an Attack Flag on it. A 500 or 600 gold reward should be sufficient to attract a large enough group of heroes. Set an Explore Flag east of the Minotaur Pyramid. This will reveal a third Rogues House. Set an Attack Flag with a 500 gold reward on the house.

When the Rogues House is destroyed, you are rewarded with another 5,000 gold. Use this gold to upgrade any Guardhouses you have built and to finish researching Level 2 abilities for heroes, but do not build or upgrade anything else. You will make it through the rest of the mission with the heroes and equipment you have now.

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Single Missions

Caution

You encounter some lightning elementals northeast of the Rogues House. Steer clear of this area. They are guarding a Holy Ground location, but you will not need to build temples to complete this mission. There is another Holy Ground location on the west border of the map, this one guarded by fire elementals. Again, it's best to avoid the area altogether unless you want to fight the elementals for experience.

Attack the Minotaur Pyramid north of your town.

Explore the northwest corner of the map to find a Trading Post.

There is another Minotaur Pyramid northeast of this Trading Post.

Set an Explore Flag with a 100 or 200 gold reward north of your town. There is a Minotaur Pyramid here. Place an Attack Flag with a 500 gold reward on the pyramid to attract a small group of heroes. As your heroes attack the Minotaur Pyramid, set an Explore Flag in the northwest corner of the map and another slightly to the east of the first. Increase the reward on each until someone begins heading that way. You may be able to entice a Rogue or a Ranger with as little as 200 gold, but you may need to spend as much as 400 gold to attract a hero.

There is a Trading Post near the northwest corner of the map, which should be revealed with the first Explore Flag. The second flag you place will reveal another Minotaur Pyramid. Set an Attack Flag with a 500 or 600 gold reward. A small group of heroes should be able to destroy it easily.

Explore the northeast. There is a Trading Post here.

Escort the caravan.

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Single Missions

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The caravan travels through your town and down the road to the south.

Successfully defending the caravan gives you a large gold reward and reveals the Trading Post to the south.

Set an Explore Flag to the northeast. There is a Trading Post along the road. As soon as you gain control of this Trading Post, you are given a new quest: Escort Erich the Merchant. His caravan begins moving immediately. Set a Defense Flag on the caravan and add a 1,000 or 1,500 gold reward. You want a large group of your heroes to take the mission, but not all of them. The caravan moves west to your town, and then turns south down the road. You must escort it all the way to the southern border. You probably won't encounter any opposition apart from the rogues running around the map. You may, however, encounter some wayward elementals or, even worse, a black minotaur. Make sure a Cleric is in the defending group. The Cleric can heal the caravan if it comes under heavy attack.

When the caravan reaches the southern border safely, you receive a 10,000 gold reward. You also uncover a Trading Post at the south end of the road. If you do not uncover enough of it to gain control, set an Explore Flag on the Trading Post and increase the reward until one of your heroes shows interest.

Caution

Black minotaurs are much tougher than other minotaurs. They are Level 15 and immune to your heroes' special abilities.

The final Rogues House is in the northeast corner.

As your heroes escort the caravan, set an Explore Flag in the northeast corner of the map. The final Rogues House is here, right on the edge of the map. Set an Attack Flag on the Rogues House and increase the reward until a few heroes show interest. If too many of your heroes are defending Erich the Merchant, wait until that quest is complete to attack the Rogues House. When the fourth and final Rogues House is destroyed, their leader, a Level 15 rogue, joins you.

You should be very close to 35,000 gold at this point. You can just sit back and let the final amount roll in, or you can continue exploring the map. There are two remaining Minotaur Pyramids to destroy.

The Minotaur Pyramid on the southern border houses black minotaurs.

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Single Missions

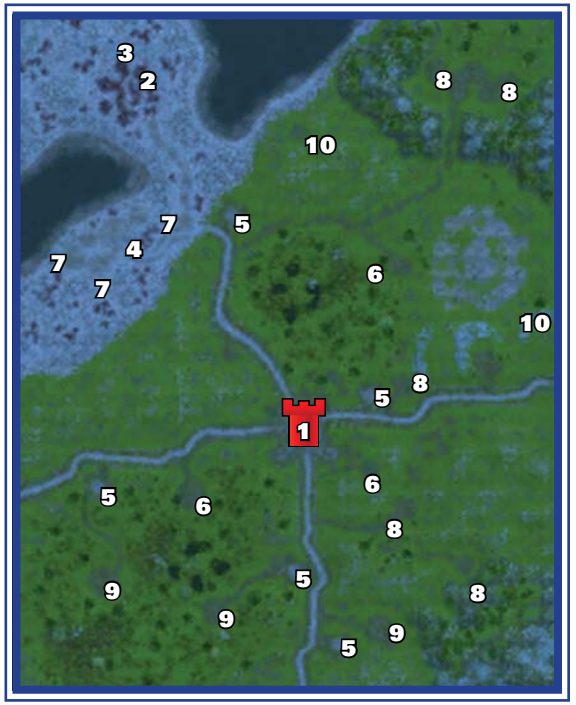
The last remaining Minotaur Pyramid can be found in the southwest corner of the map.

Set an Explore Flag near the south border of the map, just east of the Trading Post. Increase the reward on the flag until one of your heroes shows interest. This reveals a Minotaur Pyramid. This pyramid produces black minotaurs, Look for any wandering black minotaurs in the area, and set an Attack Flag on them. Increase the reward to 500 gold or more. You want a large group of heroes for the fight, and you should have at least one Warrior and at least one Cleric. When the area around the pyramid is cleared of black minotaurs, set an Attack Flag on the pyramid itself. Increase the reward to 1,000 or 1,200 gold. This should bring most of your heroes running. When the pyramid falls, another black minotaur emerges and attacks. If most of your heroes don't remain behind to fight, set an Attack Flag on the black minotaur to make sure it doesn't kill any stragglers.

If you're still waiting for the final gold to roll in, or you just want to kill everything on the map, you can explore the southwest corner to find one remaining Minotaur Pyramid. This one houses regular minotaurs, and a small group of your heroes should be able to destroy it easily.

The mission ends as soon as you have 35,000 gold in the bank.

Campaign Mission: Trouble of the Afterlife



1. Royal Palace
2. Ancient Lich
3. Mirrors of the Dark
4. Rogues Guild
5. Trading Post
6. Holy Ground
7. Crypt
8. Ancient Graveyard
9. Minotaur Pyramid
10. Seat of the Elementals

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Single Missions

Difficulty: Advanced

Prerequisites: Life and Death, Gold of Chyort

Starting Gold: 6,500

Main Objective:
- Find and kill the Ancient Lich

Additional Objective:
- Save the charming Rogues

This is very large map, and it is as challenging as it is large. Your Royal Palace is near the center of the map, and the Ancient Lich, whom you must kill to complete this mission, is in the far northwest corner. There is an easily accessible Trading Post to the east, and two more Trading Posts along the road to the south. Both of these southern Trading Posts are next to Minotaur Pyramids. A fourth Trading Post lies along the road on the west border of the map. Another is along the road to the north. There are three Holy Ground locations. One is visible from the start, located southeast of your palace. Another is nearby to the west, while the third is northeast. The latter two are both protected by elementals.

There are two Ancient Graveyards near your palace, and two very dangerous Ancient Graveyards in the far northeast corner of the map. Two Seats of the Elementals are located northeast. In the northwest corner of the map is the Ancient Lich. To the southwest of this is a Rogues Guild. Destroy the three Crypts near the guild to complete an optional quest. Doing so will give you three Level 13 Rogues.

The biggest threat, at least at the beginning of the mission, is not located on the map. The Ancient Lich opens Portals of the Dark around your town in random locations. These portals contain various types of undead enemies.

Build a Marketplace west of your palace, and build your guilds to the south.

Explore to the east to find a Trading Post and an Ancient Graveyard.

Your palace is just a bit southeast of the map's center. You have an unusually large amount of gold at the start, so your town building is going to be slightly accelerated. Build a Marketplace west of your palace. Build a Warriors Guild, a Rangers Guild, and a Clerics Guild to the south, and hire three of each type, Set an Explore Flag at the east edge of your visible area. There is a Trading Post here, very close to your palace. Northeast of the Trading Post is an Ancient Graveyard. Set an Attack Flag with a 200 or 300 gold reward on the graveyard. Build the Trading Post and upgrade it.

Build a Blacksmith and a Statue of the King.

Portals of the Dark begin appearing near your town.

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Single Missions

Begin building Guardhouses around your town.

As your heroes take out the graveyard, build a Blacksmith and begin researching improved weapons and armor. As money begins coming in from the Trading Post, build a Statue of the King. You should also research health potions, mana potions, and the Amulet of Regeneration at the Marketplace. As your heroes do some shopping, large glowing structures begin appearing around the town. These are Portals of the Dark, and they are a continual threat throughout this mission. Set Attack Flags on one of the portals. At this early stage, you want to take them out one at a time.

Portals produce various types of undead enemies. At first, they primarily produce skeletons and skeleton archers, though there's a chance they will produces liches and veteran's skeletons, as well. Select a portal to see what enemies are inside.

You should begin building Guardhouses at this point. Your first tower should be constructed near any Sewer that has opened. Build two more, so that you have one tower protecting the north, east, and west sides of your castle. The towers should be placed just a slight distance outside town. These towers provide extra protection against the portals, which continue to appear through most of the mission.

Attack the Ancient Graveyard southeast of your town.

Build a Wizards Guild and a Rogues Guild.

Set an Explore Flag at the edge of the visible area southeast of town. There is another Ancient Graveyard here. Set an Attack Flag on the graveyard and increase the reward until at least four of your heroes show interest. This graveyard is the last remaining threat in the immediate area, allowing you to concentrate on the Portals of the Dark with most of your heroes.

Build a Wizards Guild and a Rogues Guild. Research Weapon Enchantments and Poison Oil, then research Fireball and Poisoning.

There are two Trading Posts next to the south road.

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Minotaur Pyramids can be found next to each of these Trading Posts.

As most of your heroes protect the town, set an Explore Flag at the south border of the map, directly below your palace. Increase the reward until one of your Rangers shows interest. As he moves down the road, he uncovers two Trading Posts. The first is located west of the road, about halfway to the border. The second is located at the south border of the map.

Begin building and upgrading both Trading Posts. As you do, explore to the west of the first Trading Post. There is a Minotaur Pyramid here. Set an Attack Flag on the pyramid and increase the reward until your higher-level heroes take the quest. When the first pyramid is destroyed, explore the area east of the second Trading Post. There is another Minotaur Pyramid here. Set an Attack Flag on it and, as with the previous pyramid, increase the reward until your higher-level heroes come running.

Upgrade your palace, Marketplace, Blacksmith, and guilds.

Build a Dwarven Settlement and an Elven Bungalow.

The three Trading Posts significantly increase your income. As money rolls in, begin upgrading your primary buildings. Upgrade your palace first. As it is upgrading, begin upgrading your guilds to Level 2. Upgrade your Blacksmith and Marketplace to Level 2 when the palace is Level 2. Research the Ring of Protection and the Level 2 hero abilities, and begin researching masterwork armor and weapons. You also should build an Inn. Upgrade it, and research parties. Form a few parties when you can.

When your Marketplace and Blacksmith are upgraded, build a Dwarven Settlement and an Elven Bungalow. Research the Level 1 abilities at each building, then begin hiring Dwarves and Elves.

Next, build a Magic Bazaar close to your Marketplace or a Guardhouse. Alternate researching masterwork gear with the protection-bonus potions at the bazaar. Don't research the attack-bonus potions until you have a bit more income.

You may want to build a second Clerics Guild at this point. The more Clerics you have in the fight against the Ancient Lich, the better off your heroes will be.

Attack the Ancient Graveyard in the southeast corner of the map.

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Begin building Dwarven Towers to protect against the Portals of the Dark.

As you begin your upgrades, start venturing farther out into the map. First, explore to the southeast. There is another Ancient Graveyard near the corner of the map. Set an Attack Flag with a moderate reward on it so that at least one party of heroes heads that way. You also can begin exploring to the west. Unless most of your heroes are Level 10 or above, avoid the fire elementals near the Holy Ground immediately west of your town.

As you explore, keep some heroes at your town to protect against the Portals of the Dark that continue to pop up around town. You should also build one or two Dwarven Towers to help with your town defense.

Caution

Avoid the fire elementals to the west unless most of your heroes, except the Elves and Dwarves, are Level 10 or above. You can set a Fear Flag on the area to steer your heroes clear.

Build the Trading Post near the west border.

There is Minotaur Pyramid southwest of the Trading Post.

Explore the road all the way to the west border. There is a Trading Post here. Build and upgrade the Trading Post, then explore the area to the southwest of the post. There is a Minotaur Pyramid here. This pyramid only produces black minotaurs, which are much tougher than regular minotaurs. If you don't have a party in the vicinity, don't try to attack the pyramid until after you've eliminated the fire elementals between it and your town.

Continue upgrading your town as you explore. Upgrade your guilds to Level 3, and upgrade your Elven Bungalow and Dwarven Settlement to Level 2. If you can afford it, build a Hall of Lords and hire three Cleric Lords, if you have them. Regardless, hire any Cleric Lords you have. They will be beneficial against the Ancient Lich, as well against the undead from the Portals of the Dark.

Upgrade your palace to Level 3, then upgrade your Marketplace and Blacksmith.

Explore to the north to find a Seat of the Elementals and a Trading Post.

Campaign Missions
- Royal Advisor's Mansion
- The Engine of Commerce
- The Great Towers
- The Baron's Bill
- The Big Trouble
- Shadow of the Past
- Mortal Foibles of Kings
- The Royal Feat
- Life and Death
- Gold of Chyort
- Trouble of the Afterlife
- Eternal Love
- Bloody Offenses
- Pretenders to the Throne
- Demon's Advisor
- Return of His Majesty

Single Missions

It's time for more upgrades. First, upgrade your palace to Level 3 as soon as you have the required 5,000 gold. Then upgrade your Blacksmith and Marketplace. Research the Expert Amulet of Protection and begin researching expert armor and weapons, as well as the remaining potions at the Magic Bazaar. This takes a fair amount of gold. Luckily, there is another Trading Post to build.

Explore the road north to find it. Begin building and upgrading it. This post needs some extra protection, so build a Dwarven Tower if you can afford it. If the Dwarven Tower is cost prohibitive (and it likely is if you've already built some at your town), set a Defense Flag on the post and keep it there until you've finished exploring the northeast part of the map.

Attack the fire elementals west of town and the lightning elementals in the northeast.

Once you clear the elementals around the Holy Ground locations, build a Temple to Agrela and two other Temples of your choosing.

Now that your palace is Level 3, you can build temples. First, build a Temple to Agrela on the Holy Ground near your palace. Next, set Attack Flags on one or two of the lightning elementals northeast of town. Assign a fairly large reward to the flag to attract many heroes as possible. When the elementals are gone, build a temple. Now do the same for the fire elementals west of town. Build another temple here. The Temple to Dauros is a great choice, but as long as you have the Temple to Agrela, your second and third temple can be whatever you choose.

Instead of hiring Priestesses of Agrela, it's worth promoting one of your high-level Clerics when you can afford to do so. It's vital that you research the Resurrection spell at the Temple to Agrela.

There is a Seat of the Elementals along the east border.

There are Ancient Graveyards in the northeast corner of the map.

Continue exploring the northeast. Set an Attack Flag on the Seat of the Elementals on the east border and destroy it. Explore the northeast corner. There is a steep path leading up to a plateau, and there are two Ancient Graveyards at the top. These graveyards are producing large numbers of veteran's skeletons and skeleton archers. Set an Attack Flag on either of the graveyards and add a very high reward to attract as many heroes as possible. The graveyards can be easily destroyed, but getting to them is a larger problem. The large number of skeletons in the area, as well as the narrow path to the plateau, can make reaching the graveyards a challenge.

Find the Rogues Guild on the west border of the map.

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Single Missions

Kill the ghosts and destroy the Crypts to complete the Charming Rogues objective.

Set an Explore Flag in the center of the west border. Increase the reward until one or two heroes shows interest. There is a Rogues Guild here. As you approach the guild, its leader speaks to you. She asks you to destroy the Crypts in the area. There are three Crypts housing ghosts, and there are also a few stray ghosts haunting the area. Set Attack Flags on the Crypts and add a moderate reward to each. Don't set Attack Flags on the ghosts, your heroes should attack the ghosts on their own as they raze the Crypts.

For your effort, you are joined by three high-level Rogues.

Set an Explore Flag near the northwest corner.

As soon as you see the Mirrors of the Dark, set Attack Flags on them.

Set an Explore Flag with a high reward near the northwest corner of the map. When the corner is revealed, you see a semi-circle of mirrors, as well as a large group of Ancient Liches. There is actually only one lich, but the Mirrors of the Dark provide him with reflections that act as powerful allies. Before charging into the fight, be sure you have upgraded all weapons and armor, researched every potion, upgraded all your guilds to their highest available level, and researched the associated abilities. Also make sure you have researched the Resurrection spell from the Temple to Agrela.

Finally, you'll want a large supply of gold. This fight is very difficult, and you'll need money to resurrect your heroes as they fall.

When you are prepared, set Attack Flags on a few of the mirrors and add very high rewards. Your heroes may get caught up in fighting the Ancient Lich and his reflections, but at least some of them will make it to the mirrors. Continue destroying the mirrors. They are easily destroyed; each mirror only has 200 hit points. For each mirror that is destroyed, one of the Ancient Lich's reflections disappears.

If you find your heroes are spread too thin as they rush into battle, set a Defense Flag on any building and increase the reward until most of your heroes are gathered around. Then set Attack Flags with high rewards on several of the Mirrors of the Dark. Remove the Defense Flag, and your heroes will take off running toward the mirrors en masse.

When only the Ancient Lich remains, set an Attack Flag on him and set a high reward.

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Single Missions

After destroying all the mirrors, set an Attack Flag on the Ancient Lich and set a very high reward. Do not spend all your money. You will need it to cast the Resurrection spell as your heroes are killed. The lich has a powerful area attack that can kill numerous heroes with a single blow. Select the Resurrection spell and cast it by clicking on the dead hero's portrait.

TIP

Don't forget the your second Great Artifact, the Mantle of Teevus! You can use it to heal all your heroes during the fight with the Ancient Lich.

The fight is very difficult, but as long as you keep resurrecting your heroes where they fall, the lich will be defeated.

Ancient Lich (Reflection)

Level: 10
Hit Points: 5,000
Attack: 300 (melee)
Melee Protection: 50
Ranged Protection: 75
Magic Protection: 20
Special: Imperturbability (immune to special attacks, abilities, and kicks)

Ancient Lich

Level: 30
Hit Points: 65,000
Attack: 100 (magic)
Melee Protection: 50
Ranged Protection: 75
Magic Protection: 20
Special: Imperturbability

Campaign Mission: Eternal Love

1. Royal Palace
2. Crypt of the King's Bride
3. Trading Post
4. Holy Ground
5. Plague-stricken Graveyard
6. Ancient Graveyard
7. Bearmen Den
8. Crypt
9. Ogre's Den

Difficulty: Expert

Prerequisites: Trouble of the Afterlife

Starting Gold: 3,000

Main Objective:
- Get rid of the Skeleton King

Additional Objective:
- Reach the bride's crypt

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- Gold of Chyort
- Trouble of the Afterlife
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Single Missions

Your Royal Palace is situated near the southeast corner of the map. You are surrounded by zombie-infested Plague-stricken Graveyards. Southeast of your palace is a Bearmen Den. It should be avoided until you have a large group of higher-level heroes. Also to be avoided is the Holy Ground to the north, guarded by fire elementals, and the Holy Ground to the west, guarded by lightning elementals. There is a third Holy Ground location, near the center of the map. There are five Trading Posts. Two of these are easily accessible: one west of your palace, and one north. The Trading Posts in the northeast and southwest corners of the map are difficult to hold, as is the fifth, which is located near the center of the map. The west and north sides of the map are dominated by undead coming from the many Crypts and Ancient Graveyards. Your first objective, the Crypt of the King's Bride, is located in the northwest corner. Once this has been visited, you can attack the Skeleton King, who roams the map with a large entourage of veteran's skeletons and skeleton snipers.

Build your guilds near the dark area northwest of town to uncover a Plague-stricken Graveyard.

Attack the graveyard.

Build your Marketplace south of your palace, and build a Warriors Guild and a Cleric's Guild to the northwest, near the edge of the visible area. You want one of your guilds to reveal the Plague-stricken Graveyard to the northwest. If the building placement does not reveal the graveyard, don't worry. You heroes will soon discover it as they collect the treasure chests in the area. Hire two Warriors and two Clerics. Place an Attack Flag with a 200 gold reward on the Plague-stricken Graveyard. When you have 350 gold, hire a third Cleric.

Build a Guardhouse near the road leading west.

The Skeleton King laments his lost love, and he sends a detachment of his skeleton escorts to attack your town. Build a Guardhouse on the south side of the road leading west, When the skeletons (a small group of skeletons and skeleton archers) arrive, set an Attack Flag with a 100 gold reward on one of them. Your heroes will easily take out the skeletons. Build a Rangers Guild, hire a third Warrior, and research health and mana potions at the Marketplace. When the Rangers Guild is constructed, hire three Rangers.

Ogres attack your town repeatedly.

As you are making your initial preparations, an ogre saunters in from the southwest. The Guardhouse on the west road will stop him from moving too far into town. Slap an Attack Flag on the ogre and set the reward to 200 or 300 gold. Your heroes are a little inexperienced to be engaging an ogre at this point, but he will be preoccupied with the Guardhouse, which is a pretty good situation, it turns out. Try to get as many of your heroes into the fight as possible. By the end of this first ogre battle, many of your heroes will have already hit Level 8 or 9.

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Single Missions

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Attack the Plague-stricken Graveyard northeast of town.

Check your town for Sewer entrances and any zombies that may have wandered in. There are two graveyards in the area that produce zombies. Until they are destroyed, zombie attacks in town will be fairly frequent.

Before taking out the graveyards, set an Explore Flag on the road west of town. There is a Trading Post here. Build and upgrade it. As the Trading Post is being built, set an Explore Flag at the edge of the visible area to the northeast. This will reveal another Plague-stricken Graveyard. Make sure there are no ogres en route to your town. If there is an ogre approaching, wait until it gets near your Guardhouse, then set an Attack Flag on it with a 500 gold reward. When the ogre is dead, set an Attack Flag on the graveyard to the northeast. As your heroes attack, research the Amulet of Regeneration at the Marketplace.

Caution

There is a small group of fire elementals guarding the Holy Ground to the north of this graveyard. Set a Fear Flag near the elementals to keep your heroes clear of this area until they are better prepared to fight.

Save enough gold to build a Wizards Guild, a Rogues Guild, and a Blacksmith.

You should have some gold rolling in from the Trading Post now. Use it to build a Blacksmith, a Wizards Guild, and a Rogues Guild. As you collect gold, research Weapon Enchantment and Poison Oil, and begin hiring Mages and Rogues. When you have three of each hero, begin researching improved armor and weapons. As you build your town, have your heroes fight the zombies, ogres, and skeletons that continue to attack.

Caution

Try and keep your heroes from wandering too far from town. There is a Bearmen Den to the southeast, and you don't want to engage any bearmen until you have some better equipment for your heroes.

Attack the Plague-stricken Graveyard to the southwest.

Explore north to find another Trading Post.

If the Plague-stricken Graveyard southwest of your palace hasn't been revealed, set an Explore Flag with a 100 gold reward at the edge of the visible area. Set an Attack Flag on the graveyard, but don't add a reward until you can add at least 800 gold immediately, and make sure your more powerful heroes are idle before setting the reward. A small reward will only attract your Mages, and you need your more powerful heroes to get there quickly.

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Single Missions

Explore to the north to find another Trading Post near a crossroads. Build and upgrade the Trading Post. Begin researching improved weapons and armor. Give your heroes a chance to heal up, buy new gear, and deposit their guild taxes. While they do so, upgrade your Guardhouses to Level 2.

Now set two Explore Flags, one northwest of your first Trading Post, and one northwest of the second Trading Post. There are two Plague-stricken Graveyards. Attack them one at a time.

Be very cautious as you explore farther out into this map.

Make the upgrades you need to build Dwarven Towers.

As you move farther out into the map, be very aware of the Skeleton King and his entourage. Wait until he is out of an area before you explore. At this point, the Skeleton King begins sending veteran's skeletons at your town. Make sure you set Attack Flags on these veteran's skeletons if they are running rampant in your town. To help guard against these higher-level skeletons, you should make the following upgrades as quickly as you can. First, upgrade your palace to Level 2. Then upgrade your Blacksmith. Then build a Dwarven Settlement. Now you have access to Dwarven Towers. Build one on the road north and one on the road west. This should be sufficient protection against the veteran's skeletons.

Now that your palace is Level 2, begin making more upgrades. Upgrade your Marketplace and research the Ring of Protection. Build a Magic Bazaar and a Statue of the King. Begin researching masterwork armor and weapons, as well as the protection elixirs at the bazaar. Build an Elven Bungalow, and begin hiring Elves and Dwarves.

Finally, build an Inn, upgrade it, and start forming parties.

Explore southeast of your palace and destroy the Bearmen Den.

Once you have a few well-balanced parties, explore to the southeast if you haven't already uncovered the Bearmen Den. Set an Attack Flag with a high reward on any bearmen wandering around outside the den. Then set an Attack Flag on the Bearmen Den and destroy it. Your Dwarves and Elves should gain some levels from these fights.

Begin upgrading your guilds and researching the Level 2 abilities. Continue researching masterwork weapons and armor.

Explore toward the center of the map to find another Holy Ground location and another Trading Post.

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Single Missions

You need to start saving gold to upgrade your palace to Level 3. It will help if you have another Trading Post. There are three more on the map, but two of them (in the northeast and southwest corners) are very difficult to protect. Set some Explore Flags northwest of your palace, near the center of the map. You should uncover a Trading Post. Also near this post, to the southwest, is Holy Ground protected by lightning elementals. Try to avoid it for now. Build the Trading Post, and place a Defense Flag on it and protect the post until it is upgraded to Level 2. You should also build a Guardhouse or Wizard's Tower near this Trading Post.

After you've upgraded your palace to Level 3, begin attacking the elementals guarding the Holy Ground locations.

As soon as you have 5,000 gold, upgrade your palace to Level 3. With a Level 3 palace, you can now begin building temples. It's time to take control of the three Holy Ground locations. You should first target the fire elementals guarding the Holy Ground northeast of town. Get a few parties into the battle and you should have no trouble taking out the four elementals. As soon as the elementals are eliminated, build a Temple to Agrela. Promote your Clerics to Priestesses of Agrela instead of hiring Level 1 Priestesses.

TIP

The Skeleton King has high protection against melee and ranged attacks, so it's a good idea to build Temples to Agrela to get the most for your money from these expensive buildings.

Attack the lightning elementals guarding the Holy Ground west of town.

Then attack the lightning elementals at the in the center of the map.

There are two more Holy Ground locations. Both of these are protected by lightning elementals. The first is west of town, south of your first Trading Post. Explore the area if it isn't already uncovered, then set an Attack Flag with a high reward on one or two of the elementals. When you have the necessary 4,500 gold, build a second Temple to Agrela. Promote your third Cleric to a Priestess, then hire a Level 1 Priestess of Agrela. You can also hire three more Clerics from your Clerics guild.

Attack the lightning elementals in the center of the map. Try to get as many heroes to the fight as possible. Quickly explore the rest of the map after building your third Temple to Agrela to get your Level 1 Priestesses as much experience as you can before taking on the Skeleton King. When the elementals are eliminated, build a third Temple to Agrela as soon as you have the necessary 6,750 gold, then hire two more Priestesses of Agrela.

Explore the southwest corner of the map to find another Trading Post and a Crypt.

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Single Missions

The Ogre's Den is southeast of the Trading Post.

Before exploring the map, quickly form a few new parties. Primarily, you want to get your new Priestesses grouped together, and possibly include your new low-level Clerics. You will be fighting undead almost exclusively, so your Priestesses and Clerics are your most important heroes. First explore the southwest corner of the map. There is a Trading Post here and a Crypt nearby. There are most likely a great number of liches and veteran's skeletons around at this point, so make sure your Priestesses of Agrela are nearby to quickly take them out. There is another Crypt north of the Trading Post, near the west center of the map.

Build the Trading Post, then explore the area to the southeast. The Ogre's Den is here. Destroy the den to put an end to the ogre attacks on your town.

Explore the northeast corner of the map to find another Trading Post.

Attack the Crypt and the Ancient Graveyard.

As you explore the remainder of the map, upgrade your guilds to Level 3, and your Elven Bungalow and Dwarven Settlement to Level 2. Research the new abilities at each building. Upgrade your Blacksmith to Level 3 and begin researching expert weapons and armor. Also research the remaining elixirs at the Magic Bazaar. If nothing else, make sure you research the Elixir of Snake Wisdom to give your spellcasters an added attack bonus.

You'll find another Trading Post near the northeast corner of the map. Build it and upgrade it, but don't worry about protecting it. You're very close to the final battle, and you should be earning gold faster than you can spend it at this point.

There is an Plague-stricken Graveyard southeast of the Trading Post. Set an Attack Flag on the graveyard and destroy it. There is a Crypt located just across the road, southwest of the Trading Post. Attack it, too.

Set an Explore Flag in the northwest corner of the map to reach the Crypt of the King's Bride.

It's time to prepare for the final battle. Set an Explore Flag in the northwest corner of the map. Increase the reward until one of your heroes shows interest. As the hero approaches, he or she uncovers two Ancient Graveyards and two Crypts near the corner. You can attack these if you need the experience, but eliminating these structures is unnecessary at this point. There is also a Crypt in the northern center of the map, if you want to completely eliminate all enemy structures before the final battle.

As you approach the northwest corner, you are greeted by the King's "bride," who is actually just the ghost of a Royal Advisor wearing a robe and not the King's lost bride at all. He gives you the Skeleton King's favorite bagpipes, which will help him find some peace. Peace, in this case, means an end to his search for his bride. And by ending his search, you've ended his need for searchers: The Skeleton King's entourage of veteran's skeletons and skeleton snipers disappears. Now is your chance to attack.

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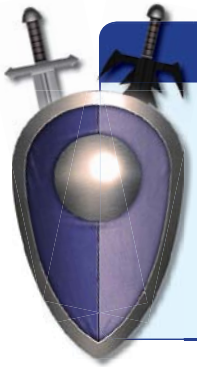
Single Missions

Campaign Mission: Bloody Offenses

Set an Attack Flag on the Skeleton King and spend all your gold on the reward.

Find the Skeleton King and set an Attack Flag on him. Spend all your money on the reward. Your primary goal is to get all your Priestesses of Agrela and all your Clerics to the fight. Mages can be helpful, too; the Skeleton King is most vulnerable to magic damage. The Skeleton King is Level 30 and has 45,000 hit points. He is invulnerable to your heroes' special attacks and abilities. Your melee fighters and archers won't be much use against him, because he has high protection against melee and ranged damage. They can do some damage, though. More importantly, they can get in close and keep the Skeleton King occupied while your spellcasters attack from afar. The Skeleton King does a great deal of melee damage, but his most powerful attack is his Sceptre Strike, which knocks back all enemies within range of the attack. Even with your high-level Priestesses, the fight can take some time. Their ability to heal a large group of heroes at once, however, means that you aren't likely to lose too many heroes during the fight. After a lengthy battle, the Skeleton King will fall, giving you access to the Sceptre of Sidrian.



Skeleton King

Level: 30
Hit Points: 45,000
Attack: 150 (melee)
Melee Protection: 75
Ranged Protection: 100
Magic Protection: 30
Special: Imperturbability, Sceptre Strike

1. Royal Palace
2. Vampires' Castle
3. One Heavensing's Hut
4. Trading Post
5. Holy Ground
6. Crypt
7. Ancient Graveyard
8. Plague-stricken Graveyard
9. Portal of the Dark
10. Ogre's Den
11. Dragon's Lair

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Single Missions

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Difficulty: Expert

Prerequisites: Eternal Love

Starting Gold: 2,000

Main Objective:

- Destroy all the Vampires' Castles

Additional Objective:

- Protect One Heavensing

This mission puts you in the middle of a map filled with tough enemies, surrounded by zombies, skeletons, and vampires. There are ogres, lightning elementals, and dragons on the west side of the map, and the east side of the map is crawling with vampires. You start with very little gold, so establishing Trading Posts is very important. There are two easily accessible Trading Posts, one northeast of your palace and one southeast. There are two Trading Posts northwest of your palace, one fairly close and one in the corner of the map. The fifth Trading Post is west of your palace, near an Ogre's Den and the Dragon's Lair. When you uncover One Heavensing's hut to the west of your palace, he asks you to escort him to safety. This is a very profitable, but optional, quest. Your primary goal is to destroy the three Vampires' Castles. One is located to the south of your palace, one is in the southeast corner of the map, and the third is on the northern border. Whichever castle you destroy last will house Drakk, the vampire leader, and you must defeat Drakk to complete the mission.

This mission is very challenging. You start with very little gold, and the enemies on the map are relentless. After 10 or 15 game days, your town will be under constant attack from all sides. There is an optional quest to escort a vampire hunter named One Heavensing across a good deal of the map. Completing this objective gives you 5,000 gold, but it can be a very difficult task, especially if you wait too long and allow the higher-level enemies to appear on the map before attempting the quest. If you wait too long, the cost of attracting enough heroes to defend One Heavensing's caravan may not make the reward worthwhile. For this reason, it is ideal to complete this objective as early as possible. Not only does this make escorting One Heavensing slightly easier, the 5,000 gold is a great help in the early portion of this mission.

Build your Marketplace to the west of your Royal Palace, and build a Clerics Guild to the east.

You really need to make your gold go a long way at the beginning of this mission. You start with very little, and your first goal, which you need to accomplish quickly, is to get some more gold coming into your treasury. First, build a Marketplace west of the palace. As soon as the Marketplace foundation is placed, use the Orb of Sidrian to increase the income at your buildings. Next, build a Clerics Guild east of the palace. Hire one Cleric. Build a Guardhouse northwest of your palace to protect your Marketplace and any nearby buildings. Next, build a Guardhouse on the road leading northeast away from your palace, right on the edge of your visibility. Set a Defense Flag on the Guardhouse and increase the reward to 100 gold. Your Cleric should head to the Guardhouse. When she does, she reveals a Trading Post location nearby. Do not build the Trading Post yet.

Throughout this mission, use the Orb of Sidrian as often as possible to increase the income at your buildings.

Build a Guardhouse to the northeast and set a Defense Flag on it.

Hire a second Cleric, and increase the reward on your Defense Flag until both Clerics are defending the Guardhouse. There are many zombies moving in from the northeast, so your Clerics should get a good deal of experience while protecting the Guardhouse. When you have 200 gold, build the Trading Post. Upgrade it to Level 2 as soon as you have 250 gold. Now hire your third Cleric. Again, increase the reward on the Defense Flag until all three Clerics are defending the Guardhouse. Gold should be coming in from the Trading Post shortly. As soon as it does, upgrade your Clerics Guild to Level 2 and research Holy Attack. Also research Sacred Heal. Select your Marketplace and research mana potions and

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Single Missions

health potions. A Sewer entrance has appeared on in your town. Build another Guardhouse near the Sewer entrance and, if you can afford it, build a second Guardhouse on the northeast road.

Build a Rangers Guild and explore to the west.

Place a Defense Flag on One Heavensing's caravan as soon as it begins moving.

At this point, you want to save some gold. Try to get 1,000 gold or so in your treasury, then build a Rangers Guild. Hire one Ranger, then set a Defense Flag with a 200 gold reward on the Ranger. Set an Explore Flag west of your palace. Give the flag a 100 gold reward, and increase it to 200 if the Ranger doesn't show interest. When the area west of the palace is revealed, you are given this mission's optional quest: Escort One Heavensing's caravan to the northwest corner of the map. Immediately remove the Defense Flag from the Ranger and place a Defense Flag on One Heavensing's caravan. Increase the reward until all three of your Clerics take the job. Only spend as much gold as you need to. You need some reserved to cast Sacred Heal.

NOTE

One Heavensing gives you 300 gold when he begins traveling.

Use Sacred Heal on the caravan to keep it healthy until the Clerics can get close enough to protect it.

Your Clerics may not be able to reach the caravan before it comes under attack. Use Sacred Heal on the caravan if needed. When the Clerics reach the caravan, they should provide adequate protection, especially if at least two of them have learned Holy Attack. Keep an eye on the caravan, though, and use Sacred Heal if needed. If your Clerics get caught up in a serious fight, they may let the caravan get too far ahead to protect it. If this happens, use Sacred Heal whenever the caravan falls below half its health. When the caravan reaches the northwest corner, One Heavensing pays you 5,000 gold.

Use One Heavensing's payment to quickly build up your town.

Depending on how much gold you use casting Sacred Heal, you may be able to start building up your town before One Heavensing pays you. If your Clerics are keeping pace with his caravan, you may want to start building a little earlier. Either way, you want to build a Warriors Guild and hire three Warriors. Also build a Blacksmith, a Wizards Guild, a Rogues Guild, and a Statue of the King. Begin researching improved armor and weapons, starting with cloth armor and magic weapons. This will wipe out most of the reward money, but as soon as you have the necessary 1,050 gold, build a second Clerics Guild.

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- Eternal Love
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Single Missions

Build a Guardhouse southeast of town and set a Defense Flag on it.

Destroy the graveyards immediately to the southeast, northwest, and northeast of your palace.

Begin hiring Wizards, Rogues, and Clerics as your gold allows. You want to keep a few heroes defending the new Guardhouse until you can build and upgrade the nearby Trading Post. Now it's time to start eliminating the threats around your town. Start with the Plague-stricken Graveyard to the southeast. Try to get as many heroes as possible to the fight; you want your low-level heroes to start gaining experience. Next, attack the Ancient Graveyard to the northwest, then attack the Plague-stricken Graveyard to the northeast of your palace. As you attack the graveyards, research Weapon Enchantment at the Wizards Guild and Poison Oil at the Rogues Guild. Research the Amulet of Protection at the Marketplace.

Vampires begin attacking from the south and the east.

Serpents begin attacking in waves from the east.

As you destroy the graveyards around your town, you will come under attack from the east and the south. Vampires come from both directions, and waves of serpents begin flying in from the east. The two Guardhouses on the northeast road should provide fairly good protection against the serpents, but the vampires are another story. Vampires are incredibly tough enemies for low- to mid-level heroes. They are very hard to kill because of their ability to drain life from your heroes, healing themselves in the process. If a vampire attacks, set an Attack Flag with a very high reward. You want most of your heroes to attack. A large enough group of heroes will be able to kill a vampire, but it will take some time. The benefit of this is that they gain a great deal of experience in the process.

Attack the Ancient Graveyard and the Portal of the Dark near the Trading Post to the northwest.

After killing one or two vampires, most of your heroes should be near Level 10. They should be strong enough to begin exploring the northwest portion of the map. Escorting One Heavensing revealed several Ancient Graveyards and Portals of the Dark along the road, as well as two Trading Posts—one in the northwest corner and one fairly close to your town. Set an Attack Flag on the Ancient Graveyard northwest of your palace. When the graveyard is destroyed, attack the Portal of the Dark nearby.

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Single Missions

NOTE

You can build the Trading Post, but it will most likely be destroyed by the lightning elementals guarding the Holy Ground nearby. You may want to wait until you're able to clear more enemies from the area before building it.

Destroy the Ancient Graveyards along the road to the northwest.

There are two Ogre's Dens on the western border of the map.

There are two more Ancient Graveyards visible. Attack the graveyard north of the Trading Post, then attack the graveyard near the Trading Post in the northwest corner. These graveyards are producing veteran's skeletons and skeleton snipers by now, so make sure you have some high-level heroes and a Cleric or two among the attackers. Build the Trading Post, and set a Defense Flag on it until you can upgrade it and build a Guardhouse or a Wizard's Tower nearby.

Start exploring the western border of the map. There's an Ogre's Den on the border south of your new Trading Post, and another near the southwest border. There is also a Portal of the Dark along the road in the southwest. Attack this Portal of the Dark, then build the nearby Trading Post.

Upgrade your palace and your Blacksmith.

Build a Dwarven Settlement and begin building Dwarven Towers.

As you clear the western half of the map, begin upgrading your palace. When the palace is Level 2, upgrade your Blacksmith. Build a Dwarven Settlement, then build a Dwarven Tower near your Trading Post to the northeast. This will prevent the serpents from getting close to your town. Build another Dwarven Tower near your graveyard or any clusters of Sewer entrances. Begin researching masterwork armor and weapons as gold comes in. You also should upgrade your Marketplace, research the Ring of Protection, and then build an Elven Bungalow. Begin hiring Elves and Dwarves. Upgrade your guilds and research the Level 2 abilities.

There is a Dragon's Lair in the southwest corner of the map. Attack it.

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Single Missions

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Attack the lightning elementals guarding the two Holy Ground locations.

Set an Explore Flag in the southwest corner of the map. There is a Dragon's Lair here, surrounded by treasure chests. Attack the Dragon's Lair and kill any dragons that emerge. The final threat on the west side of the map are the lightning elementals guarding the two Holy Ground locations west and north of your palace. Kill these elementals. You cannot build temples yet, but you'll get some good experience and remove the biggest threat to the final Trading Post. When the lightning elementals are eliminated, build the Trading Post and upgrade it to Level 2.

Upgrade your palace to Level 3.

Build at least two Temples to Agrela.

You now have five Trading Posts under your control, and the gold should be rolling in quite quickly. Save up the needed 5,000 gold to upgrade your palace to Level 3. As soon as you do, build a Temple to Agrela on the Holy Ground south of town. As soon as you can afford it, promote your two highest-level Clerics to Priestesses of Agrela. You want to build at least two Temples to Agrela, and possibly three if you can afford the 6,750 gold required for the third temple. You will be facing dozens of vampires, and the Priestesses of Agrela, with their Holy Attack ability and their Mass Heal spell, are invaluable in the fight.

You should begin researching elixirs at this point to increase your income and give your heroes some added bonuses for the upcoming fights. Upgrade your Blacksmith and begin researching expert armor and weapons.

Explore to the south and attack the Vampires' Castle.

After destroying the castle, attack the nearby Ancient Crypts.

Set an Explore Flag south of your palace. You will first uncover an Ancient Crypt. Set an Attack Flag with a high reward on the crypt. Kill any vampires that emerge when the crypt is destroyed, then continue exploring south. The first Vampires' Castle is here. It is surrounded by at least five vampires, and possibly more. Set an Attack Flag with a very high reward on the castle. Your heroes should have the gear and the levels to deal with several vampires at once.

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Single Missions

When the first Vampires' Castle has been destroyed, attack the three Ancient Crypts nearby. Attack them one at a time; each crypt contains at least one vampire. Allow your heroes to return to town and stock up on potions and new equipment that has been researched. Upgrade your Marketplace and research the Expert Amulet of Protection. Finish researching any expert weapons and armor that remain, then set an Explore Flag across the river to the southeast.

The second Vampires' Castle is across the river to the southeast.

Explore the area southeast of your palace. The second Vampires' Castle is here. As with the first, there is a Ancient Crypt between the castle and your palace, and three more Ancient Crypts nearby. Attack the closest crypt first, then attack the castle. Set a very high reward to attract as many heroes as possible. There are many vampires in the area, but your heroes shouldn't have too much trouble killing vampires at this point. When the castle is destroyed, attack the three remaining crypts and kill any occupants.

There is a Holy Ground location east of your palace.

Destroy the Snake's Nests.

Begin exploring the east side of the map. There is fourth Holy Ground location here, guarded by fire elementals and Greater Fire Elementals. Attack the elementals, but you don't need to build a temple here unless you want to. Your current crop of heroes should be more than enough to complete the mission.

There are two Snake's Nests situated near the road near the Holy Ground, one to the southwest and one at the base of the mountains to the northeast. Destroy them both and put an end to the waves of serpents attacking your town.

Continue north to find the third and final Vampires' Castle.

Attack the final Vampires' Castle.

Kill Drakk, the leader of the vampires.

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Single Missions

The final Vampires' Castle is on the north border of the map, just east of the river. Set an Attack Flag with a very high reward on the castle. As with the other two castles, this one is surrounded by vampires. This castle, however, has a nasty surprise inside. Your heroes will destroy the castle and kill many of the nearby vampires. As soon as the final castle falls, the vampire leader, Drakk, appears. Drakk is not a very tough boss. He is essentially a slightly tougher vampire and very susceptible to melee damage. Drakk should prove no trouble at all for your heroes. Set an Attack Flag on him, if you need to, but your heroes will take him down very quickly.

Drakk

Level: 30
Hit Points: 1,850
Attack: 65 (magic)
Melee Protection: 20
Ranged Protection: 100
Magic Protection: 75
Special: Imperturbability

Campaign Mission: Pretenders to the Throne

1. **Royal Palace**
2. **Order of the Blazing Star**
3. **Guild of the White Orchid**
4. **Trading Post**
5. **Holy Ground**
6. **Wolves' Den**
7. **Bear Den**
8. **Ancient Graveyard**

Difficulty: Expert

Prerequisites: Eternal Love

Starting Gold: 4,000

Main Objective:

- Destroy the castles of your enemies

Additional Objective:

- None

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Single Missions

This is a fairly small map, without much in the way of traditional enemies and lairs. There are two Ancient Graveyards near the northern border, and a few Wolves' Dens and Bear Dens scattered around, but this map is mostly about staying put until your heroes are strong enough to venture out and attack the two enemy kingdoms: The Guild of the White Orchid in the northeast and the Order of the Blazing Star to the southwest. There are only three Trading Posts on this map. The most accessible is just south of your starting point. A second, somewhat easily accessible Trading Post can be found northeast of your starting point. A third, more difficult to reach Trading Post can be found near the east border. There are two Holy Ground locations, one north of your Royal Palace and one south.

After setting up your guilds and Marketplace, explore to the south to find a Trading Post.

This mission, despite being somewhat difficult, is very straightforward. Once you've taken the Trading Posts, your primary goal is to just keep your heroes alive until you've sufficiently leveled them up and researched some better equipment. The map is very small, and there isn't much territory to explore.

Your first goal is to be able to build Dwarven Towers, and your initial spending should be toward that end. First, build a Marketplace west of your palace, then build your Rangers Guild, Warriors Guild, and Clerics Guild south of the palace. Hire two of each hero class, and set an Explore Flag with a 100 gold reward on the road south of your palace. Your Ranger will reveal a Trading Post and a Wolves' Den. Place an Attack Flag with a 100 or 200 gold reward on the Wolves' Den while you build and upgrade the Trading Post.

When the Wolves' Den is destroyed, set an Attack Flag on the Bear Den directly south of your palace and raise the reward to 100 or 200 gold.

Use the Orb of Sidrian liberally during this mission, especially when you're trying to get your palace and Blacksmith to Level 2.

Build Guardhouses north and southwest of your palace.

Throughout this mission, enemies will be coming in from the north and southwest. Defending these two points against the enemies is your highest priority. The first step is to build Guardhouses. Build the northern Guardhouse near the fork in the road near your palace. Build the second Guardhouse on the north side of the road that leads southwest from your palace. Set Defense Flags on the Guardhouses and raise the reward to 200 gold. You should also research health and mana potions as soon as you have the necessary gold.

The Guild of the White Orchid in the northeast produces rogues and elves. The Order of the Blazing Star in the southwest produces paladins and clerics.

There is a Trading Post northwest of your palace.

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Single Missions

Explore the area northwest of your palace. There is another Bear Den here, and a Trading Post across the road. Set an Attack Flag on the Bear Den and raise the reward until two or three heroes head toward the den. Then build and upgrade the Trading Post. Build a Guardhouse nearby and upgrade it. When you have the money, you will want to build a second Guardhouse near this Trading Post.

Save your gold until you can upgrade your palace to Level 2.

Build Dwarven Towers near the roads north and southwest of your town.

Don't spend any more gold until you have the necessary 2,000 to upgrade your palace to Level 2. Build a Blacksmith and upgrade it to Level 2, then build a Dwarven Settlement. Build a Dwarven Tower near the Guardhouse north of your palace, then build a second Dwarven Tower near the southwest Guardhouse. Keep your Defense Flags active and make sure most of your heroes are defending these two areas.

Caution

Enemies will inevitably slip through your checkpoints. When they do, set Attack Flags on them and add a moderate reward. If the flagged enemy hero flees, remove the Attack Flag as quickly as possible. Your heroes will chase their targets all the way to their castles and will likely be killed by the ample defenses near both castles. Removing the flag will cause your heroes to give up the pursuit.

Build a Wizards Guild and a Rogues Guild.

It's time to start building your remaining guilds. First, build a Wizards Guild and begin hiring Mages. Build a Rogues Guild next, but you don't need to hire any Rogues. They won't be much help on this mission, but you do want the guild so you can research Poison Oil. Begin researching improved weapons and armor. During breaks in the attacks, remove the Defense Flags to allow your heroes to purchase new items and return to their guilds to drop off their gold. Replace the Defense Flags after they've had a chance to buy new equipment.

Build a second Dwarven Settlement.

Begin hiring Dwarves from your Dwarven Settlement. Research Destruction and Smashing Blow at the settlement as well. When you have enough gold, build a second Dwarven Settlement and hire three more Dwarves. Increase the rewards on the Defense Flags until most of your heroes are defending the towers. Upgrade your Marketplace and research the Ring of Protection. Then build an Elven Bungalow and begin hiring Elves. Research Clever Shot and Elven Inspiration.

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Single Missions

Explore east of your palace to find the third Trading Post.

Your heroes should be gaining a fair amount of experience from fighting the constant waves of enemies. When a good number of your heroes are around Level 10 and your Mages are at least Level 5, remove the Defense Flags on your towers and set an Explore Flag across the river east of your palace. You will find a Trading Post here, with a Bear Den to the south. Set an Attack Flag on the den and raise the reward until three or four heroes head out to destroy it. This den has great bears, so you want some high-level heroes to take the quest. Replace the Defense Flags after the interested heroes head east. Explore the southeast corner to find a Wolves' Den. Destroy this den, which is producing old wolves.

Begin upgrading your guilds and researching the Level 2 abilities. You should also upgrade your Wizards Guild to Level 3 as soon as possible, and research Windstorm and Firestorm. Alternate between your guild upgrades and researching masterwork weapons and armor.

Attack the Bear Den and the Ancient Graveyards in the northwest part of the map.

Your northern Trading Post may be under attack by higher level undead by now, so use Explore Flags and Attack Flags with moderate rewards to sweep the northern part of the map, There is a Bear Den producing great bears near the Trading Post, and two Ancient Graveyards near the north border of the map. Destroy them all.

Before heading out to attack your first enemy castle, build a Magic Bazaar and research the elixirs. You should also upgrade your guilds and research the Level 3 abilities for all heroes. Do not worry about researching expert weapons and equipment, you will be able to finish the mission without them. Allow your heroes a bit of time to stock up on new equipment and items, then explore to the southwest to reveal the Order of the Blazing Star castle.

There are two Holy Ground locations on the map. You can build temples if you choose, but the heroes you hire from these temples will be low level and may not be much help, and promoting heroes requires so much gold that it may not be worth the time you'll need to wait to earn enough.

The Order of the Blazing Star has several Guardhouses protecting the castle.

Destroy the Guardhouses, then attack the castle.

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Single Missions

Set Attack Flags on the Guardhouses closest to your town. There are many Guardhouses between you and the castle, but your heroes will attack many of them on their own. The Dwarves will help make short work of these Guardhouses. As soon as the Guardhouses are destroyed, place an Attack Flag on the castle and add a huge reward, Do not worry about the Temple to Dauros, all of the Order's buildings will fall when the castle is destroyed.

The Guild of the White Orchid is protected by Mage's Statues. Attack these first.

Attack the Guild of the White Orchid's castle.

Allow your heroes time to return to town and stock up on new items, then set an Explore Flag to the northeast to uncover the Guild of the White Orchid's castle. The guild's area is protected by Mage's Statues, so target these first. Your Dwarves should take them down quickly. When the Mage's Statues are destroyed, set an Attack Flag on the castle and use all your remaining gold when setting the reward. The mission is a success once you've destroyed the guild's castle.

Campaign Mission: Demon's Advisor

1. **Royal Palace**
2. **Trading Post**
3. **Holy Ground**
4. **Orge's Den**
5. **Dragon's Lair**
6. **Wolves' Den**
7. **Plague-stricken Graveyard**
8. **Hermit's House**
9. **Seat of the Elementals**
10. **Portal of the Dark**
11. **Portal to Hell**

Difficulty: Expert

Prerequisites: Pretenders to the Throne

Starting Gold: 6,000

Main Objective:
- Find and eliminate the Imp Advisor

Additional Objectives:
- Get rid of the ogres and their dens
- Defend the Trading Post
- Destroy the Dragon's Lair

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Single Missions

This is a fairly small map, but it's full of danger. You begin near the south border, in the center. To the east, in the southeast corner, are several Hermit Houses. To the west are numerous Dens of Ogres. Several Portals of Hell are to the west and north and northeast, and there is a Dragon's Lair northeast of town. There are four Trading Posts, three of which are easy to find and hold. One is right next to your Royal Palace, the second is northeast, and the third is just north of this. The fourth Trading Post is near the northeast corner of the map. Holy Ground can be found near your palace, past the mountains in the west, directly north of your palace, and east of the Dragon's Lair. The Imp Advisor and his minions can be found in the northwest portion of the map. This area should be avoided until you are ready for the final battle.

Build a Marketplace near the visible Trading Post.

This mission takes place on a relatively small map that is packed with enemies. You have a little bit of time to get things up and running, but once you start being attacked it is by very high-level enemies, including ogres, dragons, and werewolves. Your final battle against the Imp Advisor is possibly the toughest in the game. You need to build up your town fairly quickly and then go on the offensive, taking out the enemy buildings and monster lairs before you are overrun.

You start in the southern center of the map. There is a Trading Post visible west of your palace. Build your Marketplace between the Trading Post and your palace, then build a Warriors Guild, a Rangers Guild, and a Clerics Guild to the south. Hire three of each hero, and build a Guardhouse southwest of your palace. The purpose of this tower will become clear shortly.

Attack the ogre as soon as it begin approaching your town.

You won't even be settling in before an ogre approaches from the southwest. Set an Attack Flag and set the reward at 200 or 300 gold. The Guardhouse should distract him enough to let your low-level heroes take him out and gain some experience in the process. While your heroes are fighting, research health potions and mana potions at the Marketplace.

Check your town for Sewer entrances and build a Guardhouse if needed. When you have 1,000 gold, build a Wizards Guild and begin hiring Mages.

Set an Explore Flag northeast of town to find a Wolves' Den and a Trading Post.

There is a second Trading Post northeast of town. Set an Explore Flag just outside the visible area to the northeast to find it. There is a Wolves' Den east of this Trading Post. Set an Attack Flag on the den and increase the reward to 200 or 300 gold. Begin building the Trading Post when your heroes attack the den.

Caution

There is a Hermit's House east of the Wolves' Den. By now, you know that this indicates the presence of werewolves. Set a Fear Flag near the Hermit's House to prevent your heroes from getting to close at this time.

Keep fighting the ogres from the southwest while you build up your town.

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Single Missions

It's now possible to eliminate the ogre threat altogether. But it's best to wait a little while. Attacking the ogres near the Guardhouse is a good way to get some experience for low-level heroes, and one of your primary goals right now is to get your Mages to Level 5. Set Attack Flags on any ogre that appears, and make sure your Mages get in the fight. As you prepare to take the fight to the ogres, build a Blacksmith and begin researching improved weapons and armor. Research the Amulet of Protection at the Marketplace, and build a Rogues Guild and begin hiring Rogues. Research Poison Oil and Poisoning at the Rogues Guild, and weapon enchantments and Fireball at the Wizards Guild.

Explore the area to the northwest of town and attack the Plague-stricken Graveyard.

Build a Guardhouse north of your Marketplace to guard against the imps attacking from the desert.

Before eliminating the Ogre's Dens, set an Explore Flag northwest of your palace. There is a Plague-stricken Graveyard nearby. Set an Attack Flag on the graveyard and increase the reward until four or five heroes show interest, including at least one Cleric. Keep an eye on the southwest to make sure no more than one ogre is attacking. If more than one appears, quickly remove the Attack Flag from the graveyard, place an Attack Flag on each ogre, and increase the reward until all your heroes come running. Your Guardhouse can hold off one ogre, but it will be reduced to rubble quickly by two.

Waves of imps begin rushing into your town from the north. Build a Guardhouse north of your Marketplace, then upgrade it. It will help protect against the imps for the time being.

Attack the Ogre's Dens.

Set an Attack Flag on the Orge's Den closest to town, in the valley to the southwest. You don't need a large group of heroes, because any ogres who emerge from the dens will head straight for your town. Three or four heroes is sufficient. When the first Orge's Den is destroyed, attack the second. When the second Orge's Den is eliminated, destroy the third. After destroying all three ogre dens, you get 5,000 gold. Use this gold to upgrade your guilds and your palace to Level 2, and research the Level 2 abilities at your guilds. You should also build and upgrade an Inn, then research and form parties.

Protect the second Trading Post to the northeast.

Explore north of your second Trading Post. There is another Plague-stricken Graveyard here, and another Trading Post across the road to the west. Set an Attack Flag on the graveyard and set a Defense Flag on the Trading Post. This post is already built to Level 1. As long as it stands, it will provide you with a small daily income bonus. Upgrade the Trading Post to Level 2 and keep your defending heroes in place until you can set up a more effective defense.

To this end, upgrade your Blacksmith and your Marketplace, then build a Dwarven Settlement. When the settlement is complete, build a Dwarven Tower north of your new Trading Post. Then build a second Dwarven Tower near your Marketplace to protect against the imps and demons attacking from the west and north. Now build an Elven Bungalow and begin hiring Elves and Dwarves.

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Single Missions

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Attack the dragons as they fly into town.

Destroy the Dragon's Lair.

Your town soon comes under assault from dragons to the northwest. As soon as you see a dragon approaching your town, set an Attack Flag on it and set the reward at 1,500 gold or so. When the dragon is dead, set an Attack Flag on its lair to the northeast. Keep the reward somewhat moderate, you only need a few heroes attacking the lair. Another dragon may attack your town before you can destroy the lair, and you should keep most of your heroes back to fight anything that begins assaulting your town. When you destroy the Dragon's Lair, you get 5,000 gold. Use this to upgrade your palace to Level 3 and to begin researching masterwork weapons and armor.

Dragons aren't the only major threat right now. Werewolves may be attacking from the east. If either of these creatures approaches your town, set an Attack Flag on it with a very high reward.

Explore the southeast corner and destroy the Hermit Houses and Wolves' Dens.

Set an Explore Flag near the southeast corner of the map. There are four Hermit Houses here, so you want to proceed slowly. Attack each of the Hermit Houses one at a time. Don't set an Attack Flag on the next house until you are sure there are no werewolves around. If a werewolf emerges from a destroyed house, set an Attack Flag on it and increase the reward until most of your nearby heroes attack. When all four of the Hermit Houses are destroyed, attack the two Wolves' Dens in the area. These two Wolves' Dens have old wolves. Old wolves won't be too much trouble for you at this point, but make sure you have two or three heroes attacking just to be sure.

Build a temple on the Holy Ground near your palace.

When your palace is upgraded to Level 3, you can begin building temples. There are four Holy Ground locations on this map. The first is already visible, just northeast of your palace. The Imp Advisor is most vulnerable to melee damage, so it's a good idea to build a Temple to Krolm for its Blademasters or a Temple to Dauros for its Paladins. The battle with the Imp Advisor is somewhat unique, so any combination of temples will work well.

As you build the temple, build a Hall of Lords, too.

There are three Portals of Hell to the west.

Campaign Missions
- Royal Advisor's Mansion
- The Engine of Commerce
- The Great Towers
- The Baron's Bill
- The Big Trouble
- Shadow of the Past
- Mortal Foibles of Kings
- The Royal Feat
- Life and Death
- Gold of Chyort
- Trouble of the Afterlife
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Single Missions

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Two more are located in the northwest corner.

Build another temple of your choosing on the Holy Ground.

Explore the valley west of your palace. There are three Portals of Hell and a Holy Ground location nearby. One is very close to the edge of the map, so if you do not see it when you uncover the first two, set an Explore Flag in the darkness at the very edge of the map. Set Attack Flags on all three portals simultaneously and get a large group of heroes to destroy them. As you attack these Portals of Hell, set an Explore Flag in the northwest corner of the map. There are two more Portals of Hell here. Attack these, too. If possible, you want to set Attack Flags on these portals while the other portals are being attacked. This will cause your heroes to move north along the western border, instead of running through the center of the map. The center of the map is very dangerous and should be avoided until it's time to fight the Imp Advisor.

As you destroy the portals, build a temple on the Holy Ground and promote two of your relevant heroes to the new class.

If you want to promote higher-level characters, remember that you can hire a high-level Ranger, Warrior, or Cleric Lord from the Hall of Lords and then promote that hero to a new class.

Explore north to find more Portals of Hell.

Set an Explore Flag at the north border of the map, directly north of your Trading Posts (slightly east of your palace). There is a Portal to Hell here, as well as Holy Ground. Destroy the portal and build a third temple. There is another Portal to Hell to the west. Set an Attack Flag on it and raise the reward so that it attracts two or three heroes. Be careful as you attack this portal. If you see the Imp Advisor or his elemental escorts, set a Fear Flag and force your heroes to run away. Finish destroying the portal when the coast is clear.

Explore the northeast corner of the map.

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- Royal Advisor's Mansion
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- The Great Towers
- The Baron's Bill
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- Shadow of the Past
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You are almost ready for the final fight, so begin making preparations. Upgrade your Blacksmith to Level 3 and begin researching expert weapons and armor. Upgrade your Marketplace and research the Expert Amulet of Protection. Upgrade your guilds and research the new abilities. Build a Magic Bazaar and begin researching elixirs.

As you make preparations in town, explore the northeast corner of the map. There are a Trading Post and two more Portals of Hell. The first portal is just north of the Trading Post, the second is to the east. Build the Trading Post and destroy the portals.

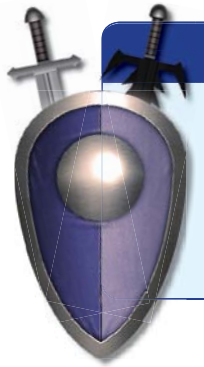
The fourth Holy Ground location is south of the Trading Post. Build your fourth temple, then promote two of your heroes to the new class. Research any spells available at your temples once the fourth temple is built.

Destroy the Seat of the Elementals and the Portals of the Dark before engaging the Imp Advisor.

Wait for your heroes to stock up on new gear before sending them off to fight the Imp Advisor. When you are ready to face the Imp Advisor, set an Explore Flag north of your palace if the area hasn't been revealed. There are two Portals of the Dark, a Portal to Hell, and a Seat of the Elementals near the Imp Advisor. He is escorted by a Greater Fire Elemental and a Greater Lightning Elemental. These elementals will continually reappear unless you destroy the Portals of the Dark and the Seat of the Elementals. Set Attack Flags on these three structures simultaneously, making sure at least three or four heroes show interest in each. Then set an Attack Flag on the Imp Advisor himself, spending the remainder of your gold on the reward. When the portals and the Seat of the Elementals have been destroyed, the great elementals cannot respawn once they are killed.

The Imp Advisor can stun all your heroes at once.

The battle with the Imp Advisor is tricky. He is pretty tough, but he's made even tougher because he has a special attack that can stun all your heroes simultaneously. Use the Mantle of Teevus as soon as you've engaged the Imp Advisor. This will help your heroes regenerate health during the fight and while they are stunned. Your high-level characters should be able to live through his attacks while stunned. A few of your heroes will inevitably die, so keep the Resurrection menu open and save your gold to resurrect your more powerful heroes. It may take awhile, but the Imp Advisor will eventually die. Next, you must face the Baron of Logic and claim the Crown of Ardania.



Imp Advisor

Level: 30
Hit Points: 100,000
Attack: 100 (melee), 100 (magic)
Melee Protection: 50
Ranged Protection: 75
Magic Protection: 100

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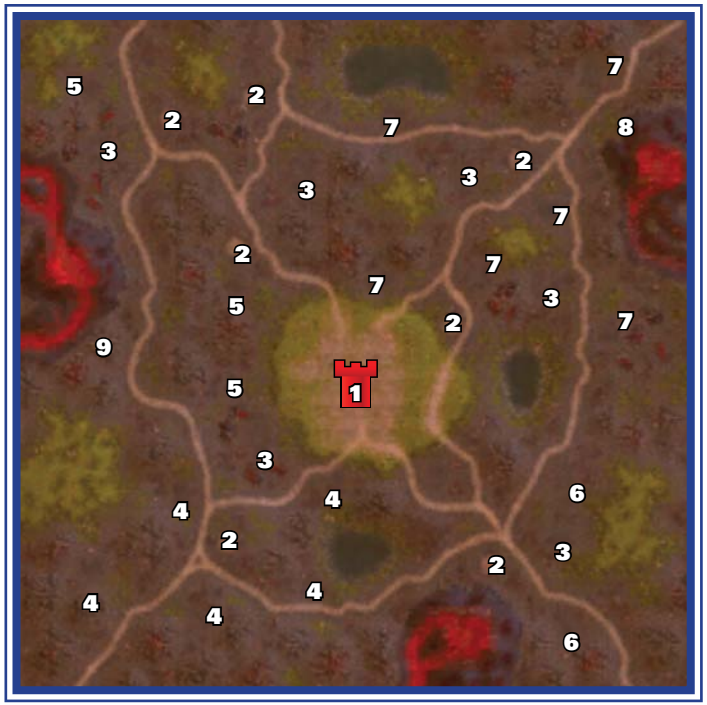
Single Missions

Campaign Mission: Return of His Majesty



1. Royal Palace
2. Trading Post
3. Holy Ground
4. Ancient Graveyard
5. Crypt
6. Ancient Crypt
7. Portal to Hell
8. Seat of the Fire Elementals
9. Seat of the Lightning Elemental

Difficulty: Expert

Prerequisites: The Demon's Advisor

Starting Gold: 50,000

Main Objective:
- Kill the Baron of Logic

Additional Objectives:
- Build the Temples to Dauros, Agrela, and Helia
- Build the Temples to Fervus, Krolm, and Krypta

Your Royal Palace is in the center of the map. The east half of the map is overrun with demons, imps, and fire elementals. The west half is filled with undead of all varieties. There are six Holy Ground locations, mostly located in the north and east, with one located directly west of your palace. Easily accessible Trading Posts can be found east and southwest of your palace, and several more can be found to the north and northwest. In the northeast corner of the map are two Seats of the Fire Elementals. These continually produce fire elementals and Greater Fire Elementals, but they can be disabled without going near them by completing the first of two optional quests. The Baron of Logic, whom you must kill to complete this mission, has no fixed location. But he spends most of his time in the northeast area, periodically moving in to attack your town.

You begin this mission with a large town already built.

Your palace is in the dead center of the map. You have a great deal of gold and many of your primary buildings already in place. There is a Blacksmith, a Marketplace, a Level 2 Inn, a Statue of the King, a Warriors Guild, a Rogues Guild, and a Clerics Guild. You also have 50,000 gold in your treasury. This seems like a great deal of gold at the moment, but you are going to burn through it very quickly. Hire three Clerics, three Rogues, and three Warriors. Build a Wizards Guild, a Rangers Guild, and a Hall of Lords. While these are under construction, begin researching improved weapons and armor. Select the Inn and begin researching parties. Research health potions, mana potions, and the Amulet of Regeneration at the Marketplace. Begin upgrading your palace to Level 2.

Your new guilds should be complete. Hire three Rangers, three Mages, and your three most powerful Lords.

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Attack the Ancient Graveyard south of town.

Attack the Portal to Hell north of town.

There are two enemy buildings in view from the start: An Ancient Graveyard south of town, and a Portal to Hell in the north. The Ancient Graveyard is your first target. Set an Attack Flag with a 400 or 500 gold reward. During this mission, you want to set slightly higher rewards on your flags, because you want your heroes to earn as much money as they possibly can early on so they can purchase items and equipment. Don't go overboard; you will run out of your initial savings fairly quickly and you need a great deal of gold to finish this mission. But, in general, try to spend a bit more than you normally would when determining the reward on a flag.

As your heroes attack the graveyard, Research Poison Oil and Poisoning at your Rogues Guild and Weapon Enchantments and Fireball at your Wizards Guild. When the graveyard is destroyed, attack the Portal to Hell to the north. After the portal is destroyed, give your heroes some time to buy some new equipment and drop off their taxes at their guilds.

Attack the Crypt to the southeast.

Check your town for Sewers and build Guardhouses where necessary. Explore immediately east and southeast of town. There is a Trading Post to the east. Build and upgrade this Trading Post while your heroes attack the Crypt to the southeast. This Crypt is full of zombies, so you want as many heroes as possible in the battle. Your heroes may have good equipment, but most of them are still fairly low-level and a large group of zombies can cause a lot of trouble.

The Trading Post to the east will likely come under attack very soon. Build a Guardhouse nearby to keep it standing as long as possible, but don't spend too much effort defending this post. Whatever income you can get from it will be helpful, and your first goal is to clear the west half of the map. Venturing too far east is deadly at this point, and you don't want to spread your heroes too thin.

Use the Crown of Ardania to lure the Baron of Logic away from your town.

A few days into this mission, the Baron of Logic attacks your town. The Baron, or the Barlog as he is known, is an overwhelmingly powerful demon. He can destroy almost any of your buildings with a single swipe. If he is allowed to stay in your town, he will destroy everyone and everything. Luckily, you have one great tool to use against the Barlog: The Crown of Ardania, which you took from the Imp Advisor in the previous mission. The Crown of Ardania summons the Spirit of the Kings, a powerful ghostly warrior. When the Spirit of the Kings is present, the Barlog will always attack him. Use the Crown of Ardania somewhere

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northeast of your town. Summon the Spirit of the Kings as far from town as you possibly can. The Barlog will march over and fight him. When the Spirit of the Kings vanishes, the Barlog returns to the east side of the map to recuperate from the fight.

Caution

The Baron of Logic attacks repeatedly throughout the mission. Be hypervigilant about knowing his location. Whenever he begins moving toward your town, cast Spirit of the Kings as far from your town as possible to lure him away.

Continue upgrading your town.

Upgrade your Blacksmith and your Marketplace to Level 2. Build a Dwarven Settlement and an Elven Bungalow. When the Settlement is complete, build some Dwarven Towers in the areas most in need of protection. Sewer entrances have probably appeared, so you probably have an area overrun with rodents. Place your first Dwarven Tower so that it is in range of as many Sewer entrances openings as possible. If you've lost any heroes, place another Dwarven Tower near the graveyard. If you haven't lost any heroes, place the second Dwarven Tower near the Trading Post to the east.

If you still have large amount of gold, upgrade your palace to Level 3. If not, don't spend any gold until you have the necessary 5,000 for the upgrade. When the palace is upgraded, begin hiring Dwarves and Elves and researching the Level 1 abilities at their guilds. Research the Ring of Protection at the Marketplace.

Take a moment to create some parties at the Inn, if you haven't done so already.

There are two Ancient Graveyards near the southwest corner.

At this point, your two primary goals are to get a good amount of income and to clear the west half of the map. Begin by exploring directly southwest of town. There is a Trading Post at a crossroads here and an Ancient Graveyard directly across the road. Attack the graveyard and build the Trading Post. Upgrade the Trading Post, but don't worry about placing any defensive structures around it. You are going to clear out most potential threats fairly quickly.

Explore the southwest corner of the map. There are two more Ancient Graveyards in the corner. Attack both. Your heroes should be strong enough that you can attack more than one graveyard at once. There is another Ancient Graveyard directly south of your town, near the southern edge of the map. Attack this graveyard next, but don't explore east of this point yet. Your next targets are west and northwest of town.

You should have a small but steady income at this point. Use it to begin researching masterwork armor and weapons.

Build a Temple to Agrela on the Holy Ground west of town.

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Explore to the northwest. Attack the Crypts you uncover.

When your palace is Level 3, you can begin building temples. You should build all six temples on this map. Doing so completes two optional objectives, and makes the final battle much easier. Your first three temples should be a Temple to Agrela, a Temple to Dauros, and a Temple to Helia. Build the first of these on the Holy Ground west of town.

Hire heroes from your first three temples instead of promoting existing heroes. There is plenty of experience left to be gained on this map, and you can save your promotions for your second set of temples.

North of the Holy Ground is a Crypt. Set an Attack Flag on the Crypt and increase the reward until a large group of heroes attacks. The Crypts in this area house zombies and liches, and there may already be a large number of liches swarming the area. Continue exploring along the road leading northwest from town. There is a Trading Post along this road, with another Crypt to the southwest. Attack the Crypt and build the Trading Post.

Build a Temple to Dauros in the northwest corner.

Destroy the Crypt at the northwest edge of the map.

Set an Explore Flag in the northwest corner of the map. There is Holy Ground here, so build a Temple to Dauros. There is also a Crypt nearby, and it is easy to miss because it is on the very edge of the map, just north of the Holy Ground. Destroy this Crypt. There is a Trading Post nearby, just east of the Holy Ground. Build this Trading Post and upgrade it to Level 2.

As you do so, begin upgrading your guilds and researching the Level 2 abilities for your heroes. Build a Magic Bazaar and begin researching the protection elixirs.

A Trading Post, a Crypt, and Holy Ground lie north of your palace.

Explore the area east of your new temple. Near the north border of the map, directly north of your palace, there is a Trading Post with a nearby Crypt. Destroy the Crypt and build the Trading Post. Just south of this post is a third Holy Ground location. Build a Temple to Helia here. Build a Dwarven Tower and a Wizard's Tower or two to the east of the temple. These buildings will come under attack from the east, and you need to keep them standing while your heroes are busy elsewhere.

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NOTE

When you've built the Temples to Dauros, Helia, and Agrela, the Seats of the Fire Elementals in the northeast corner of the map and the Seats of Lightning Elementals on the west border are destroyed.

Caution

Keep a close eye on the east border of your town. Fire and lightning elementals may be moving in and attacking. Build Dwarven Towers if you have the gold, and place an Attack Flag on an elemental or two if they are attacking in groups.

Destroy the Ancient Crypts and the vampires southeast of town.

Build a Temple to Krypta.

The area southeast of town contains the last of the undead enemies on this map. Directly southeast of your palace, about halfway to the corner of the map, is an intersection of two roads. There is a Trading Post at this intersection. There are two Ancient Crypts nearby. One is to the east, next to Holy Ground, the other southeast. Attack these Ancient Crypts one at a time, with as many heroes as you can muster. The Crypts produce vampires, and there are possibly quite a few of them in the area by this point. Be sure to set an Attack Flag on any wandering vampires you encounter. Vampires are easily defeated by a group, but their Drain Life ability can do a great deal of damage to a single opponent. When both of the Crypts are destroyed, build the Trading Post. Build a Temple to Krypta on the Holy Ground. When the temple is complete, promote two of your Clerics to Priestesses of Krypta.

Find the Holy Ground east of town and build a Temple to Krolm.

Attack the Portals of Hell you find as you explore.

Upgrade your Blacksmith and your Marketplace to Level 3 and research expert weapons and armor as money comes in. Research the Expert Amulet of Protection at the Marketplace. Begin researching the attack-enhancement elixirs, too. None of these items should take precedence over building temples; if you are short of gold, wait until you've completed all six temples before researching the top-tier equipment.

Set Explore Flags in the area east of town. You are entering into more chaotic territory now. There are still many elementals (and even Greater Elementals) roaming the landscape, and the Baron of Logic is nearby, too. Make sure you continually use the Crown of Ardania as you move east, and summon the Spirit of the Kings as far from your heroes as you can.

There are two more Holy Ground locations. The first is northeast of your first Trading Post. There are three Portals of Hell around this Holy Ground. One is to the west (this one has likely been visible since you first built the Trading Post, and may have been destroyed already), another to the southeast, and another directly north. Destroy all three portals and build a Temple to Krolm. Promote two of your Warriors to Blademasters.

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Build a Temple to Fervus on the final piece of Holy ground.

Directly northeast of town, near the corner of the map, is a sixth and final Holy Ground location. At this point, set Attack Flags on any creature you encounter, other than the Baron himself. The map is almost cleared. There should only be two Portals of Hell left: One north of town, close to your Temple to Helia, and one in the northeast corner of the map. Take out the first portal, but don't attempt the second if it means getting too close to the Baron.

The final Holy Ground location is directly northeast of town. Build a Temple to Fervus here. When the temple is complete, promote two Rangers to Beastmasters.

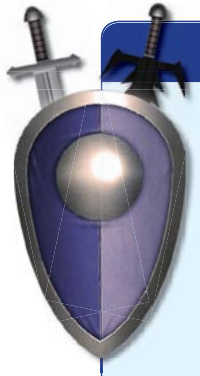
When the sixth and final temple is built, the six gods join forces to place the Wrath of Gods effect on the Baron of Logic, dropping his attack ratings by 150.

Use the Crown of Ardania to summon the Spirit of the Kings, then place an Attack Flag on the Baron of Logic.

Your heroes should be strong enough to take down the Baron without too many casualties.

The Baron may be weaker, but he is still the toughest foe you've faced. He has a 100 attack rating in all three forms of damage and 100,000 hit points. He also has a 100 protection rating against all three forms of damage. Before engaging him, be sure you've researched all elixirs and all the expert weapons and armor. You should try to research all the spells available to you, but three are particularly useful: Shield of Chaos (from the Temple to Fervus), Resurrection (from the Temple to Agrela), and Wrath of Krolm (from the Temple to Krolm). When you've upgraded all your items, researched all the elixirs, and saved at least 10,000 gold, set an Attack Flag on the Baron of Logic. Spend most of your gold on the reward. As your heroes rush into battle, use the Crown of Ardania to summon the Spirit of the Kings. When your heroes reach the Baron, cast Shield of Chaos and Wrath of Krolm. Cast these two spells repeatedly as they fight, and use the Crown of Ardania as often as you can. The Baron is very tough to kill, but your heroes are powerful enough, and the Spirit of the Kings provides enough support, that the fight won't have too many casualties. When a hero dies, use Resurrection to revive them where they fell.

When the Baron of Logic is defeated, the mission is over and the single-player campaign is complete. Congratulations on earning your crown!



Baron of Logic

Level: 30
Hit Points: 100,000
Attack: 250 (melee), 250 (ranged), 250 (magic)
Melee Protection: 100
Ranged Protection: 100
Magic Protection: 100
Special: Imperturbability, Born in Fire (regenerates health), Wrath of Gods (-150 to all attacks)

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Campaign Missions
Single Missions
Romantics of the Road
Dangerous Valleys
Battle for Survival on the Plains
Battle for Survival in the Jungles
Battle for Survival in the Desert
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Single Mission: Romantics of the Road

1. **Royal Palace**
2. **Archers' Hideout**
3. **Trading Post**
4. **Ogre's Den**
5. **Wizards Guild**

Starting Gold: 5,000

Main Objective:

- Destroy all the Archers' Hideouts

Additional Objectives:

- Destroy all the Ogre's Dens
- Speak with the Mage

This is a very small map and a very tough mission. Your primary objective is to destroy the Archers' Hideouts scattered around the map. An optional objective requires you to reach the Wizards Guild in the southwest corner and then destroy the Ogre's Dens in the northeast. There are only three Trading Posts available. The Trading Posts to the northwest and southeast are somewhat easy to defend, but the Trading Post to the northeast is surrounded by ogres.

Build a Marketplace, Rangers Guild, and Clerics Guild.

Attack the Archers' Hideout east of your Royal Palace.

This mission can be very tough if you try to play defensively. The best tactic is to be very aggressive and try to eliminate the Archers' Hideouts as quickly as possible. You face a fair amount of trouble from the ogres moving in from the northeast, but this mission can become very difficult if you leave the enemy rangers unchecked for too long, because they can quickly overwhelm you from all sides.

You begin with a Warriors Guild already built and two Guardhouses, one on the road leading northwest from town and one on the road leading northeast. Immediately upgrade the northwest Guardhouse, then build a Marketplace, a Rangers Guild, and a Clerics Guild. Wait for the Clerics Guild to be completed before hiring any heroes. Hire three Clerics, then hire three Warriors. Set an Attack Flag on the Archers's Hideout visible east of town. Set the reward at 400 or 500 gold. When all your Warriors and Clerics are attacking, hire three Rangers.

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Battle for Survival on the Plains
Battle for Survival in the Jungles
Battle for Survival in the Desert
Mind Games

NOTE

When you destroy an Archers' Hideout, the rangers inside may flee and try to reach another hideout. Some of them will succeed in escaping, As a result, each hideout you encounter houses more and more opponents.

Research health and mana potions at the Marketplace.

Explore to the southeast to find a second Archers' Hideout and a Trading Post.

When the first hideout falls, set an Explore Flag with a 100 gold reward to the southeast. As soon as one of your Rangers shows interest, set a Defense Flag on the Ranger and add 100 or 200 gold. Doing this helps prevent him from being overwhelmed if he is attacked. The southeast corner has a Trading Post and second Archers' Hideout. As soon as you see the hideout, set an Attack Flag on it with a 400 or 500 gold reward. Remove the Defense Flag from the Ranger so that all the nearby heroes will turn their attention to the Attack Flag.

Attack the ogre.

An ogre approaches from the northeast and begins attacking your Guardhouse. Set an Attack Flag on the ogre and raise the reward until several of your heroes show interest. You are given the optional objective for this mission: Speak to the Mage in the southwest, and destroy the Ogre's Dens in the northeast. When you are given the objectives, the Wizards Guild in the southwest corner is revealed, as are the three Ogre's Dens in the northeast.

Destroy the Archers' Hideout south of your palace.

Set an Explore Flag near the Wizards Guild.

After killing the first ogre, explore south of your palace to find a third Archers' Hideout. As before, set the Explore Flag and then set a Defense Flag on the Ranger who begins heading to the flag, As soon as he reveals the hideout, set an Attack Flag on it and remove the Defense Flag from the Ranger. Three Archers' Hideouts down, three to go.

Set an Explore Flag near the Wizards Guild in the southwest corner. When one of your heroes approaches the Wizards Guild, a Level 19 Mage joins your side, and you gain control of the guild. Hire two more Mages and research Weapon Enchantment. Build a Blacksmith and begin researching improved weapons and armor, and build a Rogues Guild and research Poison Oil. Don't worry about hiring Rogues, you won't need them. You should, however, build an Inn when you can.

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NOTE

Getting the Level 19 Mage to take interest in your flags can be difficult, because he requires a great deal of money to act.

The fourth Archers' Hideout is north of the Wizards Guild.

The fifth hideout is north of the fourth.

Explore the area west of your palace, north of the Wizards Guild. You can use the Defense Flag trick here again, but your Ranger is probably experienced enough to survive the initial attacks of the enemy rangers. The fourth Archers' Hideout is here. Set an Attack Flag on the hideout and destroy it. Explore north of the fourth hideout to find the fifth, which is just south of the road winding up to the northwest corner of the map. Destroy the fifth hideout, then set Defense Flags on your Guardhouses to keep your heroes close to town as you prepare to attack the Ogre's Dens.

Create a party that includes the Level 19 Mage.

Save up the 2,000 gold required to upgrade your Royal Palace to Level 2. When the palace is upgraded, upgrade your Inn and research party formation. Create a party with a Warrior party leader, the Level 19 Mage, a Cleric, and another hero of your choosing. This party will make it much easier to lure the Level 10 Mage into battle. Before attacking the Ogre's Dens, research Fireball if you haven't already, and upgrade your Wizards Guild and research Ice Arrow. The Mage is powerful, but he doesn't have any high-level spells.

Caution

Bears wander this map, so keep an eye on your merchant caravans and attack any bears that may pose a threat to your trade routes.

Attack the Ogre's Dens.

Set an Attack Flag on the nearest Ogre's Den. Increase the reward until your party leader shows interest. There will be many ogres around—some wandering, some sleeping—but most of your heroes will head toward the fight, and they should have little trouble taking out the ogres. As you attack the first den, build the Trading Post near the road.

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When the first Ogre's Den is destroyed, set Attack Flags on any ogres that are awake. Then attack the second Ogre's Den. Again, raise the reward on the Attack Flag until your party leader shows interest. Finally, attack the third Ogre's Den and any remaining ogres, sleeping or otherwise.

NOTE

You are awarded 5,000 gold for destroying the Ogre's Dens.

Destroy the final Archers' Hideout.

The final Archers' Hideout is near the northwest corner of the map. Set an Explore Flag on the west side of the river, near the northern border. Place a Defense Flag on the Ranger who goes to explore, and raise the reward until several of your heroes follow him. The sixth Archers' Hideout is the most difficult, and it will house any enemy rangers who escaped from the other hideouts. As soon as the hideout is visible, set an Attack Flag, add all your remaining gold to the reward, and remove the Defense Flag from the Ranger. Your heroes will make short work of the final hideout.

Caution

As you approach the final Archers' Hideout, be on the lookout for enemy Blademasters, who may be wandering around the northwest area of the map.

Single Mission: Dangerous Valleys

1. Royal Palace
2. Trading Post
3. Holy Ground
4. Ancient Graveyard
5. Wolves' Den
6. Minotaur Pyramid
7. Ancient Crypt
8. Dragon's Lair
9. Ogre's Den

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Starting Gold: 5,000

Main Objective:

- Find and destroy the Ogre's Den, Vampire's Ancient Crypt, and Dragon's Lair

Additional Objectives:

- Destroy all Wolves' Dens
- Destroy all Ancient Graveyards
- Destroy all Minotaur Pyramids

You must destroy the lairs of three monsters: The dragons in the southeast, the vampires in the northeast, and the ogres in the west. The vampires will cause you the most problems throughout this mission, with the dragons being the second biggest problem. The ogres pose much less of a threat and, as such, should be dealt with last. In addition to these primary targets, you have optional quests to destroy all Wolves' Dens, Minotaur Pyramids, and Ancient Graveyards on the map. The pyramids are all found on the west side of the map. The graveyards and dens are scattered over the east side, with the graveyards mostly to the north. The Trading Posts on this map are not very accessible, and you will need to destroy a few Ancient Graveyards before you can begin earning any significant income.

Destroy the Ancient Graveyards southwest and southeast of your palace.

Attack the Wolves' Den to the southeast.

There are two Ancient Graveyards in view of your Royal Palace. Quickly build a Marketplace, Warriors Guild, Rangers Guild, and Clerics Guild. Hire three of each hero class. Attack the Ancient Graveyard to the southeast first, then attack the Ancient Graveyard to the southwest. Research health and mana potions while your heroes are fighting. Set an Attack Flag on the Wolves' Den to the southeast. When the Wolves' Den is destroyed, you've eliminated the immediate threats to your town.

Build the Trading Post northeast of town.

Explore along the road leading northeast from town. The road forks, with one road leading north and another leading east. There is an Ancient Graveyard near the fork. Set an Attack Flag on the graveyard and destroy it. Explore north of the graveyard; just north of the fork is a Trading Post. Build the Trading Post. Set a Defense Flag on the post as it is built. When it is complete, upgrade it and build a Guardhouse nearby. Upgrade the Guardhouse to Level 2.

You can see another Ancient Graveyard north of the Trading Post. Leave this graveyard alone for the moment. You need to remove some more threats near your town.

Use the gold from the Trading Post build a Blacksmith, a Wizards Guild and a Rogues Guild. Begin researching the newly available items and hiring Mages and Rogues.

Build the Trading Post to the southwest.

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Attack the Ancient Graveyard northwest of town.

Explore the area southwest of your palace. There is a Wolves' Den just southwest of town and a Trading Post where the road reaches the river. Destroy the Wolves' Den and build the Trading Post. Build a Guardhouse near the Trading Post, and upgrade both the Trading Post and the Guardhouse to Level 2. The last immediate threat to your town is the Ancient Graveyard immediately northwest of the palace. Set an Attack Flag on it and destroy it.

After researching improved weapons and armor, save the 2,000 gold necessary to upgrade your Royal Palace to Level 2. Upgrade your Blacksmith next, then build a Dwarven Settlement.

Attack the lightning elementals near the Holy Ground to the south.

Build the Trading Post to the southeast.

Your next goal is to reach the Trading Post near the southeast corner. There are several obstacles in the way. First, you need to remove the lightning elementals patrolling near the Holy Ground south of your palace. There are two Wolves' Dens on the southwest road. Destroy them both, then build the nearby Trading Post. There is another Wolves' Den west of here, directly south of your palace. Destroy this den, too.

Begin hiring Dwarves. Upgrade your Marketplace to Level 2 and build an Elven Bungalow, then hire Elves when the bungalow is complete.

Build a Dwarven Tower on the road northwest of town.

Attack the lightning elementals near the Holy Ground.

Vampires and veteran's skeletons begin attacking from the northeast. Build a Dwarven Tower near the road and keep a close eye for any high-level monsters approaching. Set Attack Flags on any vampires that get close to town, and add more Guardhouses or Wizard's Towers if the undead are breaking through your defenses. If you have not yet upgraded your guilds, do so now.

Begin clearing the area to the east. First, attack the lightning elementals near the Holy Ground to the east. Continue east to the river and attack the Wolves' Den at the border of the map. There is another Wolves' Den south of this den, across the river. Destroy this Wolves' Den, too.

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Attack any dragons that fly in to the town.

Destroy the Dragon's Lair.

Dragons will be flying in to the town from the southwest. Whenever a dragon approaches, set an Attack Flag on it and raise the reward until a large group of heroes shows interest.

The Dragon's Lair is located on the east border of the map, northeast of your newest Trading Post. Explore the area to find the lair, then set a moderate reward on it to attract a group of heroes to raze it. Destroying the lair will release one final dragon. Kill this last dragon as he flies toward your town. Destroying the lair completes part of the primary quest.

Upgrade your Royal Palace to Level 3 and begin building temples. Build a Temple to Agrela, and two other temples of your choosing. Promote your relevant heroes as you can afford it, and hire new heroes to replace those who have been promoted.

Attack the Ancient Graveyards along the road.

Destroy the Ancient Crypt.

Set Explore Flags north of your first Trading Post to reveal the area to the north and northeast. There are four Ancient Graveyards to attack. The first is the graveyard just north of your Trading Post. Set an Attack Flag with a fairly high reward on this graveyard; at this point it is producing veteran's skeletons. When this graveyard is destroyed, attack the graveyard to the northwest. A third Ancient Graveyard is just west of here, directly north of your palace. The final Ancient Graveyard is to the east, on the north side of the mountain. This graveyard is directly next to the Ancient Crypt that houses the vampires.

Attack any vampires in the vicinity first, then destroy the Ancient Graveyard. When the graveyard is destroyed, attack the Ancient Crypt. This completes one of the optional quests and the second part of the primary quest.

Explore southeast of the Ancient Crypt to find the final Wolves' Den.

After destroying the Ancient Crypt, explore to the southeast. The last Wolves' Den is here. Destroy it to complete the optional quest.

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Single Mission: Battle for Survival on the Plains

There are two Minotaur Pyramids in the northwest corner.

The third pyramid is in the southwest corner.

There is one optional quest remaining: Destroy the Minotaur Pyramids. At this point, minotaurs should be no trouble at all. There are two Minotaur Pyramids in the northwest. The first is near a Trading Post, which you can build if you choose. The second pyramid is in the far northwest corner. Destroy both of them.

Explore the southwest corner of the map. There third and final pyramid is in the corner, just across the water from your trading post. Destroy this pyramid to complete the optional quest.

Destroy the Ogre's Den.

Your final target is the Ogre's Den on the west border. The den is the home to the third and final threat to the region. When the den is destroyed, which should be no problem for your heroes at this point, the primary objective is complete.

1. **Royal Palace**
2. **Trading Post**
3. **Holy Ground**
4. **Snake's Nest**
5. **Ancient Graveyard**
6. **Ogre's Den**
7. **Crypt**
8. **Ancient Crypt**
9. **Plague-stricken Graveyard**
10. **Bearmen Den**

Starting Gold: 5,000

Main Objective:
- Protect the Royal Palace

Additional Objective:
- None

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This map features a wide variety of monsters. In the southwest are several Ogre's Dens. Numerous Snake's Nests can be found in the northwest. The rest of the map is primarily made up of undead habitats, including several Ancient and Plague-stricken Graveyards, a Crypt, and an Ancient Crypt. There is also a Bearmen Den on the east border. There are four Trading Posts, two of which are very close to your starting point. There are also four Holy Ground locations, one in each of the cardinal directions from your starting point.

This mission requires that you protect your Royal Palace for 75 days. Unlike in other missions, destroying the monster habitats will not prevent them from appearing on the map. More and more monsters appear as you get closer to the time limit, and the monsters that do appear get tougher and tougher. At first, you face easier threats like serpents and zombies, but as time wears on you come under attack from higher-level creatures like vampires and bearmen.

Attack the Snake's Nests west and northwest of the Royal Palace.

Destroy the Ancient Graveyards to the east and northeast.

Build a Marketplace, a Warriors Guild, a Rangers Guild, and a Clerics Guild. As your guilds are built, build a Guardhouse near the Snake's Nest west of your palace. Wait until all three guilds are complete, then hire three of each hero class. Set an Attack Flag on the Snake's Nest and set the reward to 200 or 300 gold. Make sure some Clerics get involved in the attack, because the serpents can easily kill your Level 1 Warriors and Rangers if they don't have a nearby healer. When the Snake's Nest is destroyed, explore northwest of your palace. There is another Snake's Nest on the road. Destroy this nest.

Next, attack the two visible Ancient Graveyards. There is one to the east of the palace and one to the northeast.

Build a Trading Post northwest of your palace.

There are four Snake's Nests in the northwest corner.

You need to start earning some gold. There are two Trading Posts nearby, one to the northwest and one to the south. The Trading Post to the south is more difficult to defend at this point, so build the northwest Trading Post first. Build a Guardhouse near the Trading Post and upgrade both. The northwest corner of the map is dominated by Snake's Nests. There are four nests in all. Attack the nests one by one as you continue expanding and upgrading your town.

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Build the Trading Post to the south.

Attack the ogres moving in from the southwest.

Explore south of your palace. Build the Trading Post and immediately build and upgrade a Guardhouse nearby. Set a Defense Flag on this Guardhouse. Ogres will continually attack from the southwest. Defend the Trading Post as you build a Wizards Guild, a Rogues Guild, and a Blacksmith. Begin hiring Mages and Rogues. Start researching improved weapons and armor, as well as Poison Oil and Weapon Enchantment.

Destroy the Ogre's Dens to the southwest.

There is an Ogre's Den directly southwest of the Trading Post. Set an Attack Flag on the den. Explore to the southwest to find three more Ogre's Dens. Destroy them all. As you attack the dens, continue defending the Trading Post. Ogres will continue to attack until all four dens are destroyed.

When you have the necessary gold, upgrade your Royal Palace and your Blacksmith, then build a Dwarven Settlement. Dwarven Towers are going to be your key to success in this mission. Begin upgrading your guilds and researching the Level 2 abilities.

Build a Trading Post to the northeast.

You need to get a good amount of gold coming in to afford the expensive Dwarven Towers you need to build. Explore to the northwest. There is a Trading Post here, with a Plague-stricken Graveyard close by. Set an Attack Flag on the graveyard and build the Trading Post. Build a Guardhouse near the Trading Post, then upgrade them both.

Explore southeast of your palace and attack the graveyards.

There are two Ancient Graveyards along the road southwest of your palace, and between them is the fourth and final Trading Post. Attack both of the Ancient Graveyards, then build the Trading Post. Build a Guardhouse near the post and upgrade them both. With all four Trading Posts under your control, you should have a good amount of gold coming in. Use this gold to research masterwork weapons and armor, upgrade your Marketplace and research Rings of Protection, and begin building Dwarven Towers. You also should build an Elven Bungalow and begin hiring Elves.

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Begin building Dwarven Towers around your town.

Attack the vampires and the Ancient Crypt north of your palace.

There is an Ancient Crypt north of your palace that is producing vampires. Attack any vampires near the Ancient Crypt, then destroy the crypt itself. There is a Crypt south of town that is producing liches. Destroy this Crypt, too. As your heroes attack the crypts, you want to begin building Dwarven Towers. You need to build quite a few, and they will get quite expensive. You should first build a Dwarven Tower west of town, and then along the road near the Trading Post to the northeast.

Attack the Plague-stricken Graveyards in the northeast.

Destroy the Bearmen Den on the east border.

More and more creatures are moving onto the map. There are bearmen moving in from the west; vampires from the north; and high-level undead, such as veteran's skeletons and liches, moving in from the southeast and southwest. Defend the Trading Posts to the southeast and the southwest until you can afford to build Dwarven Towers to protect them.

Explore the northeast corner of the map and destroy the three Plague-stricken Graveyards. Finally, attack the Bearmen Den on the east border of the map.

Continue building Dwarven Towers as you can afford them.

The Bearmen Den is the final monster habitat, but there are still many monsters attacking from all sides. Use some of your gold to place Attack Flags on the most dangerous threats, bearmen and vampires, but save up until you can have Dwarven Towers protecting each of your Trading Posts and the east and west borders of your town. The Dwarven Towers should be enough to prevent the tougher monsters from getting close to your Royal Palace. If any enemies do slip through, use Attack Flags to rouse your heroes to attack them.

When the Royal Palace is still standing on day 75, the mission ends.

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Single Mission: Battle for Survival in the Jungles

1. Royal Palace
2. Trading Post
3. Holy Ground
4. Ancient Graveyard
5. Wolves' Den
6. Minotaur Pyramid
7. Ogre's Den

Starting Gold: 5,000

Main Objective:

- Protect the Royal Palace

Additional Objective:

- None

The biggest threat on this map doesn't actually even have a home on the map. As in the previous stand-alone mission, your only goal is to survive for 75 days. This is not too tough with the monsters on the map when you begin. Black minotaurs are the toughest opponent you'll encounter for the first portion of this mission. Though they are tough, they are easily defeated once your heroes are tough enough. Otherwise, you'll encounter many wolves and old wolves, and you'll encounter some ogres and undead, but nothing tougher than that. At least until the end of this mission, when you must survive wave after wave of dragon attacks.

Attack the Ancient Graveyard and build the nearby Trading Post.

Build your Marketplace, Warriors Guild, Rangers Guild, and Clerics Guild. Hire three of each hero class and set an Attack Flag on the Ancient Graveyard to the northwest. As your heroes attack the graveyard, build the nearby Trading Post. Build a Guardhouse on the road leading north away from town. Begin exploring to the south.

Attack the Wolves' Den southeast of town.

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Find the Trading Post to the south.

There are several Wolves' Dens near the road leading south. The first is directly southeast of town. Attack this den, then continue exploring the road south. There is a second Wolves' Den directly south of your Royal Palace, across the road from a Holy Ground location. Destroy this den and continue exploring south. A third den can be found where the road forks to the east and west. There is a Trading Post at the fork. Destroy the den and build the Trading Post. Build a Guardhouse near the post and upgrade both to Level 2.

Build your Blacksmith, Wizards Guild, and Rogues Guild. Research the new equipment and begin hiring Mages and Rogues.

Follow the road east to find another Trading Post.

Destroy the Wolves' Dens near this Trading Post.

Avoid the Ogre's Den to the south for now. Instead, explore to the east of your new Trading Post to find another Wolves' Den, and another Trading Post east of that. Destroy the Wolves' Den, and build and upgrade the Trading Post. Build a Guardhouse near the new post. There is another Wolves' Den directly north of this new Trading Post. Destroy it.

Attack the Ancient Graveyard east of the palace.

Build Dwarven Towers to the west and south to protect against black minotaurs.

Explore east of town. There is an Ancient Graveyard on a hill north of the road. Destroy it. Just south of the road is another Trading Post. Build the Trading Post and upgrade it.

Upgrade your Royal Palace to Level 2, then upgrade your Blacksmith. Build a Dwarven Settlement and begin building Dwarven Towers around your town. First build a tower to the west, near the road. Next, build a tower to the south. These towers should help defend against attack from ogres and black minotaurs. Keep an eye out for these monsters, and add Attack Flags if they get too close. Begin researching masterwork armor and weapons once you've built these two towers. Upgrade your Marketplace to Level 2, build an Elven Bungalow, and begin hiring Dwarves and Elves.

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Destroy the Ogre's Dens in the south.

Attack the Minotaur Pyramids in the west.

You want to clear off the remaining threats to your town before the dragons appear. Set an Attack Flag on the Ogre's Den to the south of your southern Trading Post. Destroy the den and any ogres that emerge. Then destroy the two Ogre's Dens to the east, near the southeast corner of the map.

Explore the west border of the map. There are three Minotaur Pyramids here. One is to the north of the road, and two are to the south. Destroy all three of the pyramids. Begin upgrading your guilds and researching the Level 2 abilities.

Explore north of your palace and destroy the three Ancient Graveyards.

The only area left to explore is the north. Explore across the river. There are two Ancient Graveyards near the road, and another to the west near the river. Destroy all three. Build the Trading Post near the northern border.

Dragons, and the occasional vampire, may be appearing at this point. If so, build Dwarven Towers to the north and east, as close to the palace as possible. Dragons have a tendency to head straight for the Marketplace, so if you don't have any defensive structures near your Marketplace, build some now.

When you have a few Dwarven Towers built, upgrade your Royal Palace to Level 3. Upgrade your guilds to Level 3, if you can afford it, and research the new abilities.

Build a temple on the Holy Ground northwest of town.

Attack the elementals guarding the Holy Ground locations.

You should build at least two temples, and there are two easily accessible Holy Ground locations near your Royal Palace. Dragons are most susceptible to melee and ranged damage, so building a Temple to Krolm and a Temple to Helia is ideal. These temples give you access to Blademasters and Archers of Helia, the best melee and ranged fighters, respectively. Build the temples and promote two Rangers to Archers of Helia and two Warriors to Blademasters, as you can afford to.

If you have a surplus of gold, attack the elementals protecting the Holy Ground locations in the northeast and southwest. You can build two more temples of your choosing on these locations.

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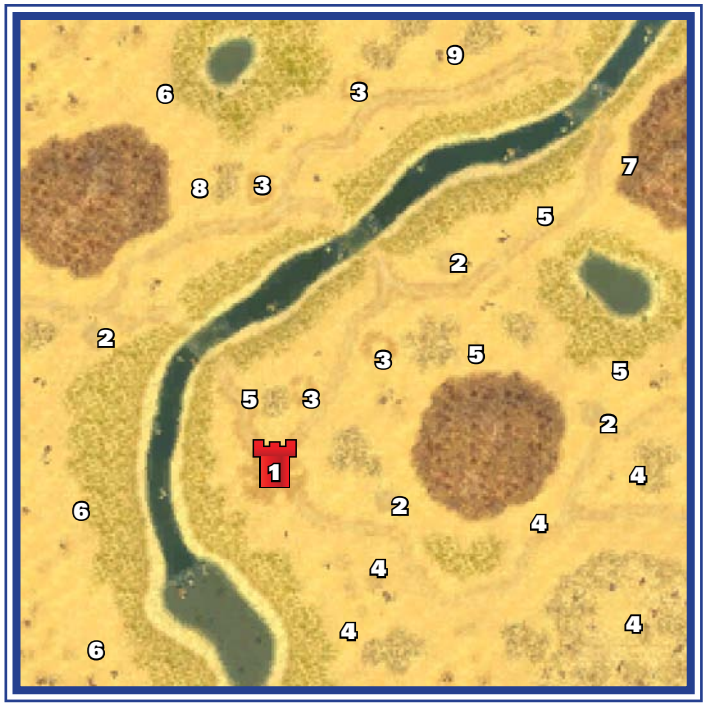
Attack the dragons as they fly in to your town.

Set a Defense Flag with a enormous reward on your Marketplace.

The Dwarven Towers will help defend against the dragons, but they most likely won't hold until day 75. You can try to replace them, but they take a good amount of time to build and your peasants will not survive if the dragons decide to attack them. When the dragon attacks get overwhelming, set a Defense Flag on your Marketplace and pour all your gold into the reward. This should be enough to kill any dragons that get close to your Royal Palace. Should the Marketplace be destroyed, switch the Defense Flag to the palace itself. If most of your heroes are defending the Marketplace or Royal Palace, you can hold off the dragons until day 75.

Single Mission: Battle for Survival in the Desert



1. **Royal Palace**
2. **Trading Post**
3. **Holy Ground**
4. **Portal to Hell**
5. **Wolves' Den**
6. **Minotaur Pyramid**
7. **Hermit's House**
8. **Seat of the Fire Elementals**
9. **Seat of the Lightning Elemental**

Starting Gold: 5,000

Main Objective:

- Protect the Royal Palace

Additional Objective:

- None

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The third of the Battle for Survival missions takes place on a medium-sized desert map. The primary threats are old wolves, demons, and black minotaurs. As the days go by, you will find yourself fighting an overwhelming number of werewolves and great elementals. The south and southeast parts of the map are populated by demons and imps coming from the many Portals to Hell. Numerous Wolves' Dens also can be found on the south side of the river. A Hermit's House in the northeast corner, and a Seat of the Fire Elementals and a Seat of the Lightning Elemental can be found on the north side of the river. Two Minotaur Pyramids are on the west side of the river, and a third can be found in the northwest corner.

Build the Trading Post east of your palace and destroy the Portal to Hell.

Attack the Wolves' Den to the north.

Your basic course of action during this mission will be to sweep the south side of the map, destroying the Wolves' Dens and Portals of Hell, then moving along the south bank of the river, destroying the Wolves' Dens and finally taking out the Hermit's House. After the south side of the river is clear, you will move across to destroy the elementals and their seats, then down the west side to take out the Minotaur Pyramids.

As soon as you've built your Marketplace, Warriors Guild, and Clerics Guild, hire three heroes and attack the Portal to Hell visible to the east. Build and upgrade the nearby Trading Post. Attack the Wolves' Den north of your palace next.

Explore east, destroying the Portals to Hell along the way.

Build the Trading Post on the east border.

There are four more Portals of Hell on the south side of the map. The first is directly south of your Royal Palace. Destroy this portal, then explore east. Attack the Portal to Hell directly south of the mountain. Set an Explore Flag directly east. This uncovers a Wolves' Den and a Trading Post. Destroy the Wolves' Den and build the Trading Post. Upgrade the Trading Post and build a Guardhouse nearby. There is a third Portal to Hell very close by, to the southeast. Attack this portal, then explore the southeast corner of the map. The fourth Portal to Hell is here; destroy it.

Destroy the Wolves' Dens to the northeast.

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Attack the Hermit's House.

Build a Blacksmith, a Wizards Guild, and a Rogues Guild. Hire three Mages and three Rogues, then begin researching improved weapons and armor, Poison Oil, and Weapon Enchantments.

Begin exploring northeast of your palace. There are two Wolves' Dens. The first is at the base of the mountain. Destroy this den and then build the Trading Post nearby. Upgrade the Trading Post and build a Guardhouse. There is another Wolves' Den northeast of the Trading Post. Destroy this den, but stay alert: There are werewolves nearby. Set an Attack Flag on any visible werewolf and raise the reward until most of your heroes come running. When the werewolf dies, attack the Hermit's House in the northeast corner, just south of the river. Attack the werewolf that emerges when the house is destroyed.

Upgrade your palace to Level 2. Upgrade your Blacksmith next, then build a Dwarven Settlement. Build two Dwarven Towers, one near the road leading northwest across the river and one on the east side of town. Upgrade your Marketplace and research Rings of Protection. Build an Elven Bungalow, and begin hiring Elves and Dwarves. Upgrade your guilds and begin researching the new abilities as your gold permits. You also should begin researching masterwork weapons and armor as you continue exploring the map.

Build the Trading Post northwest of your Palace.

Attack the Minotaur Pyramids on the west border.

Explore northwest across the river to the northwest to find the fourth Trading Post. Build the Trading Post and upgrade it. If you can afford to build a Dwarven Tower, do so. If you cannot afford a Dwarven Tower, build a Guardhouse and a Wizard's Tower.

Explore south of the Trading Post. There are two Minotaur Pyramids. The first is producing black minotaurs, so set a high reward on the Attack Flag. The second Minotaur Pyramid is in the southwest corner of the map.

There is a third Minotaur Pyramid in the northwest corner.

Set an Explore Flag in the northwest corner of the map. There is a third and final Minotaur Pyramid here. Set an Attack Flag with a high reward on the pyramid. When it is destroyed, attack any black minotaurs that emerge from the rubble.

Werewolves are likely attacking your town with some frequency at this point. Werewolves will be your primary foe through the rest of this mission. Build more defenses on the east side of your town and some to the northeast, too. Dwarven Towers are obviously ideal, but Guardhouses and Wizard's Towers will work if you cannot afford Dwarven Towers.

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Destroy the Seat of the Fire Elementals.

Attack the lightning elementals.

The north side of the map features fire elementals, lightning elementals, Greater Fire Elementals, and Greater Lightning Elementals. The elementals are guarding Holy Ground locations. Attack the elementals near the Holy Ground, then attack the Seat of the Fire Elementals at the base of the mountain in the northwest corner. Attack the Seat of the Lightning Elemental, which is located along the road to the northeast, next.

If you have enough gold, upgrade your palace to Level 3 and build temples on the Holy Ground locations. Temples to Fervus and Helia are ideal because werewolves are most susceptible to ranged damage.

The werewolf attacks last until the final day.

Now you simply must keep your palace standing until day 75. There are three primary threats: Black minotaurs from the west; werewolves from the east; and elementals, including great elementals, from the north. Keep an eye on your defenses to the north and west, but a Dwarven Tower or two in each of these locations should be enough to hold the enemy back. If any elementals or minotaurs get past your towers, set an Attack Flag on them. The werewolves pose the biggest threat and continually move in from the east and northeast. If they overwhelm your defensive structures, set a Defense Flag on the Royal Palace and pour all your money into the reward. This will probably not be necessary, however, as your defenses and your heroes should be enough to keep the werewolves at bay until day 75.

Single Mission: Mind Games

1. Royal Palace
2. Dark Castle
3. Trading Post
4. Holy Ground

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5. Wolves' Den
6. Portal to Hell
7. Snake's Nest
8. Ancient Crypt
9. Hermit's House

Starting Gold: 5,000

Main Objectives:

- Find and destroy the Evil Mage
- Protect the Royal Palace

Additional Objectives:

- Destroy the Mage's Statues
- Research combat spells

You may recognize this map from The Baron's Bill campaign mission. The landscape may look the same, but this mission is much more difficult. This mission is somewhat unusual in that you need to keep your heroes away from the final objective and handle most of the final battle yourself. The spells you need to do this are quite expensive to cast, so earning and saving gold is your most important goal. There are four Trading Posts to help in that goal. One of these posts is easily accessible, located just southwest of your Royal Palace. Another, to the northwest, is also fairly easy to claim and hold. The two Trading Posts on the east side, though, are more difficult to take. The southeast Trading Post is guarded by vampires, and the east Trading Post is very close to the Dark Castle and its dangerous Mage's Statues. There are plenty of other very dangerous enemies on this map, too, including werewolves in the north, Portals to Hell that produce demons, and large groups of serpents that continually attack your town until you can eliminate their nests.

Explore to the southwest to find a Trading Post near a Wolves' Den.

Destroy the Portal to Hell near your Royal Palace.

Build a Marketplace, a Warriors Guild, a Rangers Guild, and a Clerics Guild. Hire three heroes from each class and place an Attack Flag on the Portal to Hell visible to the southeast. Set an Explore Flag southwest of your palace. As your heroes emerge from their guilds, they'll begin attacking the portal. One of your Rangers should head out to the Explore Flag. If he doesn't, he will as soon as the portal is destroyed. The Ranger reveals a Trading Post and a Wolves' Den. Build the Trading Post and attack the den. Research health and mana potions at the Marketplace.

Build two Guardhouses on the east side of your town.

Explore northwest to find another Trading Post.

You need to prepare yourself for the groups of serpents that will soon be flying in from the east. Build two Guardhouses, one to the northeast of town and one to the southeast. These will help defend against the serpents until you can get better defenses in place.

Set an Explore Flag northwest of your palace. There is another Wolves' Den here, as well as a Trading Post. Attack the Wolves' Den and build the Trading Post. Upgrade the Trading Post to Level 2 and build a Guardhouse immediately east of the post. Upgrade the Guardhouse to Level 2.

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Mind Games

Attack the Wolves' Dens east of your palace.

Begin destroying the Snake's Nests.

Use the income from the Trading Posts to build a Blacksmith, Wizards Guild, and Rogues Guild. Research improved weapons and armor, Weapon Enchantment, and Poison Oil. Research the Amulet of Protection, if you haven't already, Make sure your heroes are attacking the serpents as they assault your town. Begin hiring Mages and Rogues.

Begin exploring east of your palace. There are two Wolves' Dens very close. One directly east, and one to the northeast. Destroy them both. There is a Snake's Nest near each of these dens. You can attack both of these, too, but be very careful when attacking the Snake's Nest to the northeast. Do not allow your heroes near the northeast corner of the map. Use Fear Flags to keep them far away from the area if necessary.

Caution

Keep your heroes away from the Dark Castle in the northeast corner.

Attack the Ancient Crypt in the southeast corner.

Attack the nearby Snake's Nests.

Set an Explore Flag in the southeast corner of the map. There is an Ancient Crypt here, and there are vampires patrolling the area. Attack the vampires first, then destroy the crypt. There are two Snake's Nests nearby. Destroy both of the nests, then begin building the Trading Post. Set a Defense Flag on the Trading Post as it is being built.

Upgrade your palace to Level 2, then upgrade your Blacksmith. Build a Dwarven Settlement, then begin building Dwarven Towers. Build your first tower near your new Trading Post, and build another near your Trading Post in the northwest. You also can build a Dwarven Tower in town, if needed, but it's better to save your gold and protect your town with heroes and Wizard's Towers. You should also build a Wizard's Tower near the Trading Post to the southwest and upgrade the Trading Post to Level 2, because zombies begin shambling in from off the map to the southwest and southeast, and you need to keep the Trading Posts standing.

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Attack the Portal to Hell on the east border of the map.

There is another portal directly north of your palace.

Explore the east border of the map. There is a Portal to Hell here and a Trading Post. Set an Attack Flag on the Portal to Hell with a very high reward. The Portal to Hell will be easy to destroy, but it houses numerous demons and you want a large group of heroes to be ready for the ensuing fight.

Build the Trading Post and build a Dwarven Tower immediately north of the post.

There is another Portal to Hell directly north of your palace. Explore this area and destroy the portal. Be very careful as you do. There are werewolves in the area. Your heroes can likely take a werewolf with little trouble, but you don't want them wandering too close to the Dark Castle.

Caution

If any of your heroes get near the Mage's Statues, they will turn on you and join the Evil Mage.

Build some Wizard's Towers near the Dark Castle.

Use your combat spells to destroy the Mage's Statues.

Set Defense Flags on your Trading Posts or defensive structures. You want to keep your heroes preoccupied for a good deal of time while you take care of the Evil Mage's defenses yourself. You cannot allow your heroes near the Dark Castle. If they get too close to the Mage's Statues defending the castle, they will come under the Evil Mage's control and you will lose them. So use Fear Flags around the Mage's Statues and give your heroes Defense Flags to keep them from wandering too close.

You need combat spells to defeat the Statues, so upgrade your Wizards Guild to Level 3 and research Lightning Bolt and Thunderstorm. These are the only two spells in your arsenal that can damage buildings. Because Wizards Guild spells cost more the farther you cast them from the guild or a Wizard's Tower, you should build some Wizard's Towers near the Dark Castle. As your gold comes in, cast Thunderstorm on the Mage's Statues. It will take numerous castings to destroy each statue, so make sure your Wizard's Towers stay charged and your Fear Flags stay active as you slowly destroy the statues with your spells.

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NOTE

Once the Mage's Statues are destroyed, your heroes can approach the Dark Castle.

Attack the Hermit's House on the north border.

Destroy the Portal to Hell in the northeast corner.

Set an Attack Flag on the Dark Castle to complete the mission.

Your heroes can safely attack the Dark Castle, but there are a few loose ends to tie up. First, explore the north border and attack any werewolves in the area. Then destroy the Hermit's House. There is also a Snake's Nest nearby, and a final Portal to Hell in the northeast corner. When the remaining habitats have been eliminated, destroy the Dark Castle.

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Multiplayer

A human opponent can provide a much bigger challenge than you face in the single-player missions. The Baron of Logic may be a tough adversary, but he isn't going to continually attack your merchant caravans and intentionally cripple your gold supply. Playing a multiplayer game is, for the most part, much like playing a single-player mission. But there are some important differences you should keep in mind as you build up your kingdom and hire heroes to face a human player.

General Multiplayer Tips

Economic Factors

Multiplayer games start you with a considerable amount of gold. All the available multiplayer maps start each player with 10,000 gold. Each map also starts you with a Level 2 Royal Palace and some important buildings already constructed, though these vary from map to map. What doesn't vary is that you always begin with a Marketplace. Upgrading your Marketplace to Level 2 should be one of your very first actions in any multiplayer game. This will pay for itself for a few days, and you'll already have made a significant improvement to your economy.

The next most important factor, in terms of your economy, is gaining control of Trading Posts. Though this may seem obvious, taking control of as many Trading Posts as possible early on gives you a significant advantage. For one, you get the gold from the Trading Post. Second, your opponent must now spend extra gold to take these Trading Posts. He'll need to entice heroes to destroy your Trading Post, and then he will have to spend more gold to build a new one in its place. Even if you cannot hold all the Trading Posts you build, one or two merchant caravans reaching your Marketplace will make up the expense of building the Trading Posts.

You will want to defend your Trading Posts, but keep in mind that occupying heroes with Defense Flags on your posts will mean these heroes are not out gathering experience elsewhere. Also keep in mind that an enemy player may not bother destroying your posts, he may go straight for your merchant caravans, which can be much trickier to defend. It's worthwhile spending the gold and energy required to defend the posts closest to your kingdom, but you may find that defending posts farther away, especially in the early part of a game, is more trouble than it's worth.

Most importantly, always make sure your Marketplace is well defended. Because your Marketplace is already built on the multiplayer maps, it will automatically be close to your Royal Palace. Building a few Dwarven Towers around these buildings will help protect them if and when the enemy descends upon your town.

Take out enemy merchant caravans whenever possible. They are more difficult than Trading Posts for the enemy to defend, and they go down much more quickly.

Heroes

When it comes to hiring heroes, one major difference between single-player missions and multiplayer games is that you will want to create parties as quickly as possible. A lone hero wandering around the map is a prime target for an enemy Attack Flag. Plan your parties according to their intended function. Remember that a party always follows its party leader's wishes, so you will want one or two parties led by Rangers for exploration, and one or two parties led by Warriors for defending and attacking. All your parties should contain at least one Cleric, and having two Clerics is even better. Killing an enemy with two Clerics in a party may take more time, but two Clerics can keep your fighters alive and fighting for a very long time. Remember that you don't need to fill all four spaces in a party. An exploration party can consist of just a Ranger and a Cleric (or, later, Elves and Clerics), if that's all you can spare. Attack and defense parties can consist of two Warriors and two Clerics (or Dwarves and Clerics when you build a Dwarven Settlement).

This brings us to the next point: Having more than one of each guild can be beneficial in multiplayer. Though you may only need one Rogues Guild and a single Rangers Guild may be enough for your exploration needs, multiple Warriors Guilds, Clerics Guilds, and especially Wizards Guilds can be a huge advantage. Having six Level 5 or higher Mages, armed with the spells available at a Level 2 or Level 3 Wizards Guild, can devastate an opponent who isn't prepared to deal with them. This is especially true if the Mages are protected by a few Clerics and equipped with improved or masterwork weapons and armor. Building multiple Clerics Guilds is also a great idea because the more healers you have, the longer your other heroes can keep fighting.

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Don't go overboard with multiple guilds. A small group of experienced and well-equipped heroes is much more effective than a large group of low-level heroes, and your heroes will level up much more slowly if there are too many of them vying for experience and gold.

In multiplayer games that require you to destroy the enemy's Royal Palace, Dwarves with the Destruction ability are a great advantage, so build multiple Dwarven Settlements if your primary task is the razing of another player's kingdom.

Every multiplayer map has several Holy Ground locations, but these are typically guarded by fire and lightning elementals. Once you have a few Level 5 or 6 heroes, you should try to clear any Holy Ground near your Royal Palace. Do not try to take Holy Ground until you have a Level 3 Royal Palace and the 3,000 gold needed to build a temple. Once you have enough gold to build a temple, it should be your first priority so you can access the much more powerful heroes. Likewise, enemy temples should be high-priority targets whenever you run across one. Destroying an enemy temple will cause the temple's residents to retire until a new temple is built, and you can build your own temple on the Holy Ground to prevent this from happening.

Later in the game, you can save gold and ensure a more efficient attack if you set Defense Flags on any party headed out for a particularly difficult tasks, such as taking on your opponents' defenses or Royal Palace. This will ensure your heroes move together as a larger group. Once you reach the target, you can remove the Defense Flags, and the heroes at the location will take up the Attack Flags you've set or, at the very least, they will attack any hero or defensive structure that is attacking them.

When fighting enemy heroes, always set your Attack Flags on the enemy's clerics and mages first. Taking out their healing and spell-casting heroes will make finishing off the others much easier.

One final note about keeping your heroes safe: Always build a few Inns out in the field. This will give your heroes a quick place to escape to should they be in danger of being killed. In particularly dangerous areas, upgrade the Inn for the extra hit points. Make sure you keep your primary Inn for hiring parties in a safe location near your palace.

Research and Items

Researching items and equipment in multiplayer isn't much different from the single-player game, but there are two important factors to keep in mind. First, you want to build redundant buildings where possible, especially Blacksmiths and, later in the game, Magic Bazaars. If an opponent manages to destroy one of your prime economic buildings, you lose all research performed at that building. In the case of Magic Bazaars, which are always a busy destination for your heroes, this can make a serious dent in your economy and deprive your heroes of the beneficial elixirs sold at the bazaar. You may not want to research everything twice right from the start, but it's good to have a second building tucked away somewhere safe so you can start researching as soon as your primary building is in danger. This same idea applies to guilds. When you do build redundant guilds, build them somewhat distant from each other so that you can quickly research the associated heroes' abilities if the primary guild is under attack.

If you want your heroes to gain some quick gold to purchase better equipment, place an Explore Flag or a Defense Flag with a high reward in an easily accessible location.

Multiplayer Maps

Knowing what is where on each multiplayer map is a huge advantage. Consider this section your preliminary exploration, showing you in advance every Trading Post and Holy Ground location to claim and the dangerous monsters to avoid until your heroes are strong enough to face them.

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Multiplayer Mission: Battle for the Waterfall

1. **Blue Player**
2. **Red Player**
3. **Trading Post**
4. **Holy Ground**
5. **Wolves' Den**
6. **Bear Den**
7. **Hermit's House**
8. **Bearmen Den**

This straightforward one-on-one map starts the Blue Player in the northeast corner and the Red Player in the southeast corner. Each player begins with 10,000 gold; a Blacksmith; a Marketplace; an Inn; and a Level 2 Royal Palace. Each starting location is near two easily accessible Trading Posts, and there are several Holy Ground locations near each player. The most dangerous areas on this map are the southeast corner, where a Hermit's House sits near a Holy Ground location, and the northwest corner, which features a Bearmen Den. To emerge victorious in this mission, you must destroy your opponent's Royal Palace.

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Multiplayer Mission: Darkness Comes to the Jungle

1. Purple Player
2. Red Player
3. Blue Player
4. Trading Post
5. Holy Ground
6. Wolves' Den
7. Snake's Nest
8. Minotaur Pyramid
9. Hermit's House
10. Bearmen Den

This is a three-player, free-for-all mission. The goal in this mission is not to destroy your enemies' Royal Palaces, but to be the first player to build three Temples to Krypta on the map. You start with 10,000 gold; a Blacksmith; a Marketplace; an Inn; and a Level 2 Royal Palace. The three Holy Ground locations are in the center of the map, and each is guarded by several elementals. Each player only has a single nearby Trading Post, and the only other Trading Post is located in the dead center of the map, which can be very tough to protect. There is a Hermit's House and a Bearmen Den near this Trading Post and the Holy Ground locations, meaning that trying to take these locations too early in the game will pit your heroes against bearmen and werewolves before they are strong enough to fight them. If you decide to attack your enemies' kingdoms before attempting to complete the primary objective, build a Guardhouse or an Inn on the relatively safe east or west side of the map and use a Defense Flag on the building to gather your heroes in a safe location before the attack. This will prevent them from wandering through the dangerous center of the map and thus being weakened or killed before they reach your opponent.

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Multiplayer Mission: Under Siege

1. Purple Player
2. Red Player
3. Blue Player
4. Trading Post
5. Holy Ground
6. Portal to Hell
7. Ancient Graveyard
8. Wolves' Den
9. Bear Den

This unique mission pits two players against one. The attacking Red and Purple Players begin in the northeast and southwest corners, while the defending Blue Player starts in the center of the map. The Blue Player must survive for 42 days to win, while the other players must destroy his Royal Palace within that time limit.

All players begin with 10,000 gold, but otherwise the starting buildings are different. The Red Player begins with a Level 2 Royal Palace, a Clerics Guild, a Dwarven Settlement, a Marketplace, and an Inn. The Purple Player begins with a Level 2 Royal Palace, a Rangers Guild, an Elven Bungalow, a Marketplace, and an Inn. The Blue Player begins with a very strong selection of buildings: A Level 3 Royal Palace, a Rangers Guild, a Warriors Guild, a Clerics Guild, a Blacksmith, a Marketplace, and an Inn. Additionally, the Blue Player begins with a Temple to Fervus and a Temple to Helia already built on the two nearby Holy Ground Locations.

The Red Player and the Purple Player don't have easy access to Trading Posts. The posts will be harder to grab as the Blue Player builds up his defenses, so both players should very quickly try to grab the nearest Trading Post. There are no high-level monsters on this map, so experience will mostly come from attacking and defending against other players. There are a few lower-level monster lairs scattered around, so try to get to them quickly to gain whatever experience you can in the early part of the mission. Both attacking players should quickly begin hiring Dwarves and researching the Destruction ability, while the defending player should get a large group of Clerics, Mages, Archers of Helia, and Beastmasters defending Dwarven Towers, Wizard's Towers, and Guardhouses to the northeast and southwest.

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Multiplayer Mission: Desert Winds

1. **Orange Player**
2. **Red Player**
3. **Purple Player**
4. **Blue Player**
5. **Trading Post**
6. **Holy Ground**
7. **Minotaur Pyramid**
8. **Snake's Nest**
9. **Ancient Graveyard**
10. **Hermit's House**
11. **Wolves' Den**

This mission teams the Orange Player and the Red Player against the Blue Player and the Purple Player. The allied teams start in opposite corners of the map, and each player begins with 10,000 gold; a Blacksmith; a Marketplace; an Inn; and a Level 2 Royal Palace. There is a single Trading Post near each starting location, with a fifth Trading Post in the center of the map, near a Hermit's House. Three Holy Ground locations are guarded by elementals, with the central Holy Ground location also near the dangerous Hermit's House. Other than the four Minotaur Pyramids in the center of the map and the two low-level creature lairs near each stating location, there isn't much in the way of attack possibilities for low-level heroes. This means you can expect to be attacking—and being attacked by—the opposing players fairly early in the mission.

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Multiplayer Map: Sole Survivor

1. Green Player
2. Purple Player
3. Red Player
4. Blue Player
5. Trading Post
6. Holy Ground
7. Portal to Hell
8. Wolves' Den
9. Hermit's House
10. Dragon's Lair
11. Bearmen Den
12. Seat of the Elementals
13. Ancient Crypt
14. Crypt

This four-player, free-for-all mission is an every-man-for-himself battle on a map filled with high-level enemies. Each player begins with a Clerics Guild, a Wizards Guild, a Rangers Guild, a Rogues Guild, a Blacksmith, a Marketplace, a Statue of the King, a Level 2 Royal Palace, and 10,000 gold. There are several easily accessible Trading Posts near each starting location and four Holy Ground locations in the center of the map, each guarded by elementals and great elementals. A Seat of the Elementals sits in the dead center of the map, making these Holy Ground locations even more difficult to grab and hold. Each corner of the map features a Trading Post near a high-level monster lair, with Dragon's Lairs in the northeast and southwest corners, an Ancient Crypt with vampires in the northwest corner, and a Crypt in the southeast corner. The center of the map is also home to a Hermit's House and a Bearmen Den, so werewolves and bearmen will be a danger once you begin exploring outside the immediate area of your Royal Palace. These creatures will need to be eliminated before you attack the player directly opposite you.

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Multiplayer Mission: Natural Born Kings

1. Red Player
2. Blue Player
3. Trading Post
4. Holy Ground
5. Plague-stricken Graveyard
6. Ancient Graveyard
7. Ogre's Den
8. Bearmen Den
9. Crypt

This straightforward one-on-one mission starts each player with a Marketplace, a Blacksmith, an Inn, and a Level 2 Royal Palace, as well as the standard 10,000 gold. There are several accessible Trading Posts near each Royal Palace, and plenty of low-level and mid-level enemies for getting your heroes some experience. The highest-level enemies are found near the Bearmen Den in the northwest corner and the Crypt in the southeast. An Ogre's Den can be found near the base of the mountains in the northwest, and another is near the base of the mountains in the center of the map.

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Multiplayer Mission: Lost in Defense

1. **Red Player**
2. **Blue Player**
3. **Trading Post**
4. **Holy Ground**
5. **Wolves' Den**
6. **Snake's Nest**
7. **Minotaur Pyramid**
8. **Dragon's Lair**
9. **Hermit's House**
10. **Seat of the Fire Elementals**

This one-on-one mission has one major difference from other multiplayer missions: You cannot build any Guardhouses, Wizard's Towers, or Dwarven Towers. This means that you must defend your town from the opponent with heroes and heroes only; it also means that the rats and ratmen coming from your Sewer entrances are a much bigger problem than normal. You will want to keep a small party of heroes in town at all times to keep the vermin at bay and to protect your structures should they come under attack from the opposing player or monsters. To keep a contingent of heroes in town, add a Defense Flag to your Royal Palace. This map features a good deal of low- and mid-level creatures to fight, and the northeast and southwest corners each have a Dragon's Lair and a Hermit's House. The northeast corner also has a Seat of the Fire Elementals. Each player begins with a Marketplace, a Blacksmith, an Inn, a Level 2 Royal Palace, and 10,000 gold.

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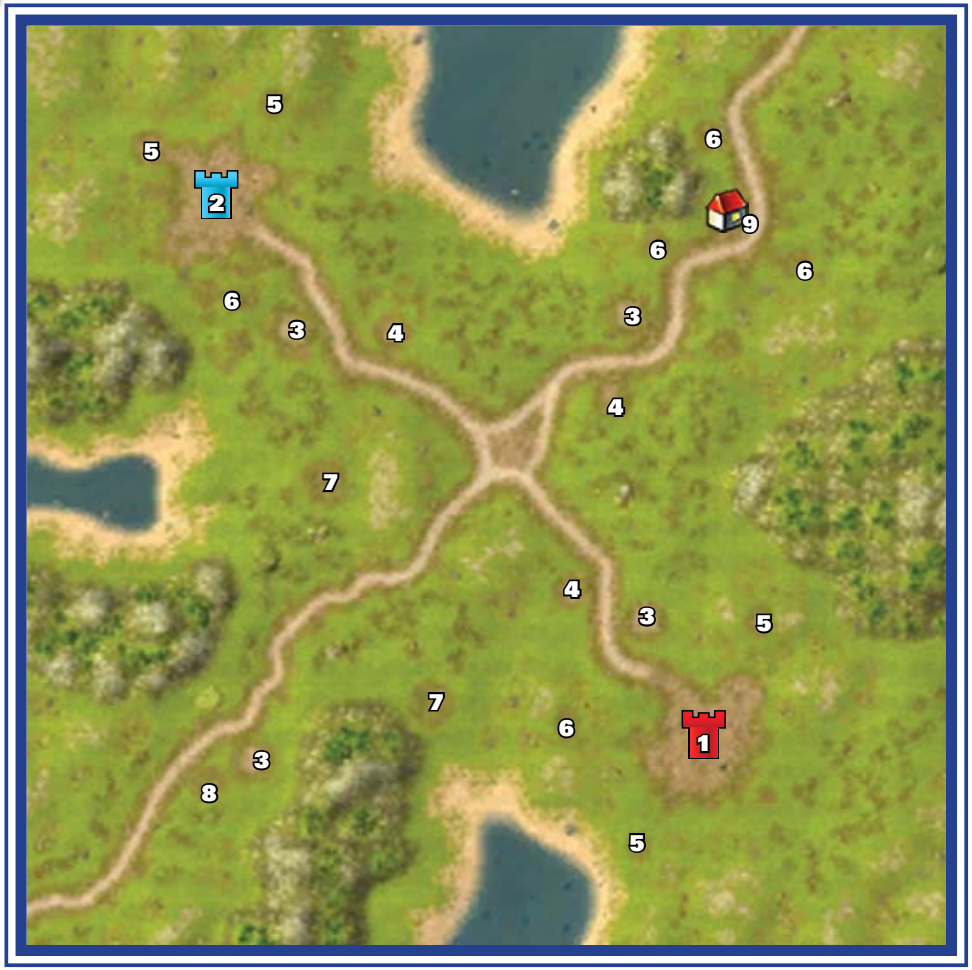
Multiplayer Mission: King vs. King



1. Red Player
2. Blue Player
3. Trading Post
4. Holy Ground
5. Ancient Graveyard
6. Plague-stricken Graveyard
7. Minotaur Pyramid
8. Ogre's Den
9. Vampires' Castle

This is a one-on-one mission with a twist: There are side quests available. One requires you to destroy the Ogre's Den in the southwest corner, which will give you a reward of 5,000 gold. The second requires you to destroy the Vampires' Castle in the northeast corner, and your reward is access to the Holy Ground upon which it is built. Each player begins with 10,000 gold; an Inn; a Blacksmith; a Level 2 Royal Palace; and a Marketplace. There is a single Trading Post near each starting location, and two more on the map—one near the northeast corner and one directly next to the Ogre's Den in the southwest corner. There are Plague-stricken Graveyards and Ancient Graveyards surrounding each player's starting point, but otherwise the map has very few monster lairs to attack apart from the quest targets, some Plague-stricken Graveyards in the northeast, and two Minotaur Pyramids. Three Holy Ground locations, protected by elementals, can be found near the center of the map.

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